

HERETIC

THE OFFICIAL STRATEGY GUIDE

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ED DILLE

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Heretic™

*The Official
Strategy Guide*



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The Official Strategy Guide

Ed Dille

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Dedication

To the spirit in all of us that relishes accomplishing that which others deem impossible. Also to both of my mothers, each of whom, in her own way, has nurtured this spirit in me.

Acknowledgements

Despite any of the mythos that has evolved around the solitary lifestyle of writers, the production of a book is a team effort. I am fortunate enough to be blessed with one of the best teams in the business. Were it not for the support of my partners, Arnie Katz, Bill Kunkel, Joyce Worley, and Barry Friedman, who capably see to our collective best interest while my attentions are riveted on the work in progress, books such as this would not be possible. Andy Swann and Tony Morman, also



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members of the KKW support staff, provided invaluable testing and evaluation services related to this book.

The folks at Prima are responsible for collating our best effort, turning it into the final form you hold now, and getting the book to market in a timely manner—which is to say, when you need it! The captain of this crew, Ben Dominitz, has proven the wisdom of his counsel more times than I can recollect. For that, he has my undying gratitude and respect. Becky Freeman, the project editor, is the anchor that holds the ship firm in the turbulent seas of multitasking. Paula M. Lee stands confidently at the helm as managing editor. The remainder of the crew, who man their respective battlements with style and savvy, include Roger Stewart, Carol So-Hogan, Hartley Lesser, Debbie Parisi, Brian Cain, Mike Van Mantgem, John Clark, Phyllis Benson, Kim Larson, Jennifer Fox, Dianne Pasquetti, Lynne Ford, Sue Look, Jenn Pfeiffer, Melinda McRae, and, bringing up the rear (but always heading up the party), Barbara Archer. Trust me, in lumping them all together, I in no way wish to trivialize their individual efforts. They are the “A” team in this business.

Many thanks to Marian Hartsough for turning out yet another killer design and speeding this work through the production phase.

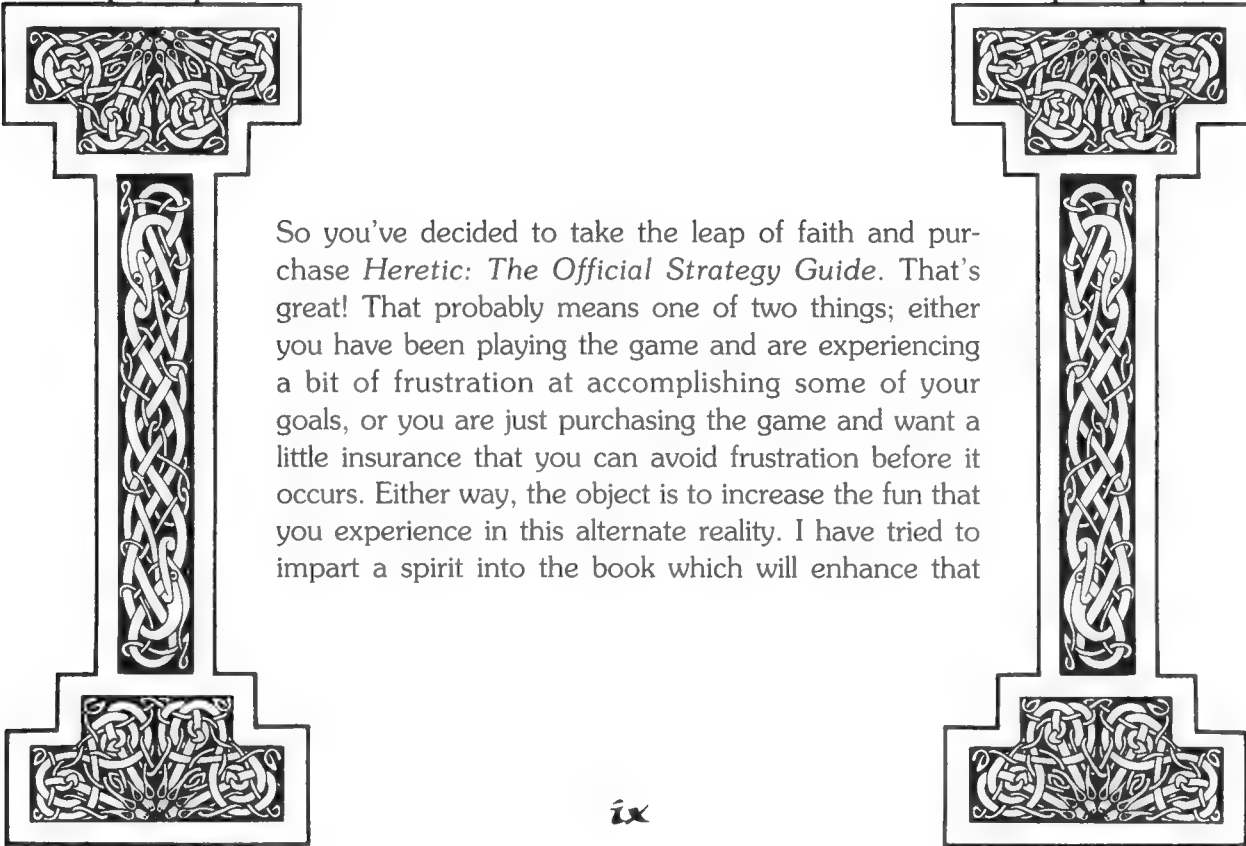
Finally, I must recognize the fine support and outstanding professionalism of Allan Blume (GT Interactive), Chris Rhinehart (Raven), and the “unholy three”: Jay Wilbur, John Romero, and John Carmack (all from id Software).

Ladies and gentlemen, I salute you all!

Ed Dille
Wolf Creek
January 25, 1995



Introduction



So you've decided to take the leap of faith and purchase *Heretic: The Official Strategy Guide*. That's great! That probably means one of two things; either you have been playing the game and are experiencing a bit of frustration at accomplishing some of your goals, or you are just purchasing the game and want a little insurance that you can avoid frustration before it occurs. Either way, the object is to increase the fun that you experience in this alternate reality. I have tried to impart a spirit into the book which will enhance that



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gaming experience but, before we march off in that vein, I think we should discuss some style issues. Not mine, but yours.

Having been a serious game player for more than twenty-five years, and an electronic gamer for over a dozen of those, I've had the opportunity to witness a myriad of playing styles and preferences. To some players, winning supersedes all other considerations. Others play games to find ways to break the rules, or at least argue over them. Yet another segment is content only when they have discovered every little nuance of a game. Still more care less about the game as an entity, but appreciate it as a vehicle for social interaction. The list goes on and on. The contents of that list are much less important than the realization that the only thing these groups have in common is the game that they are currently playing.

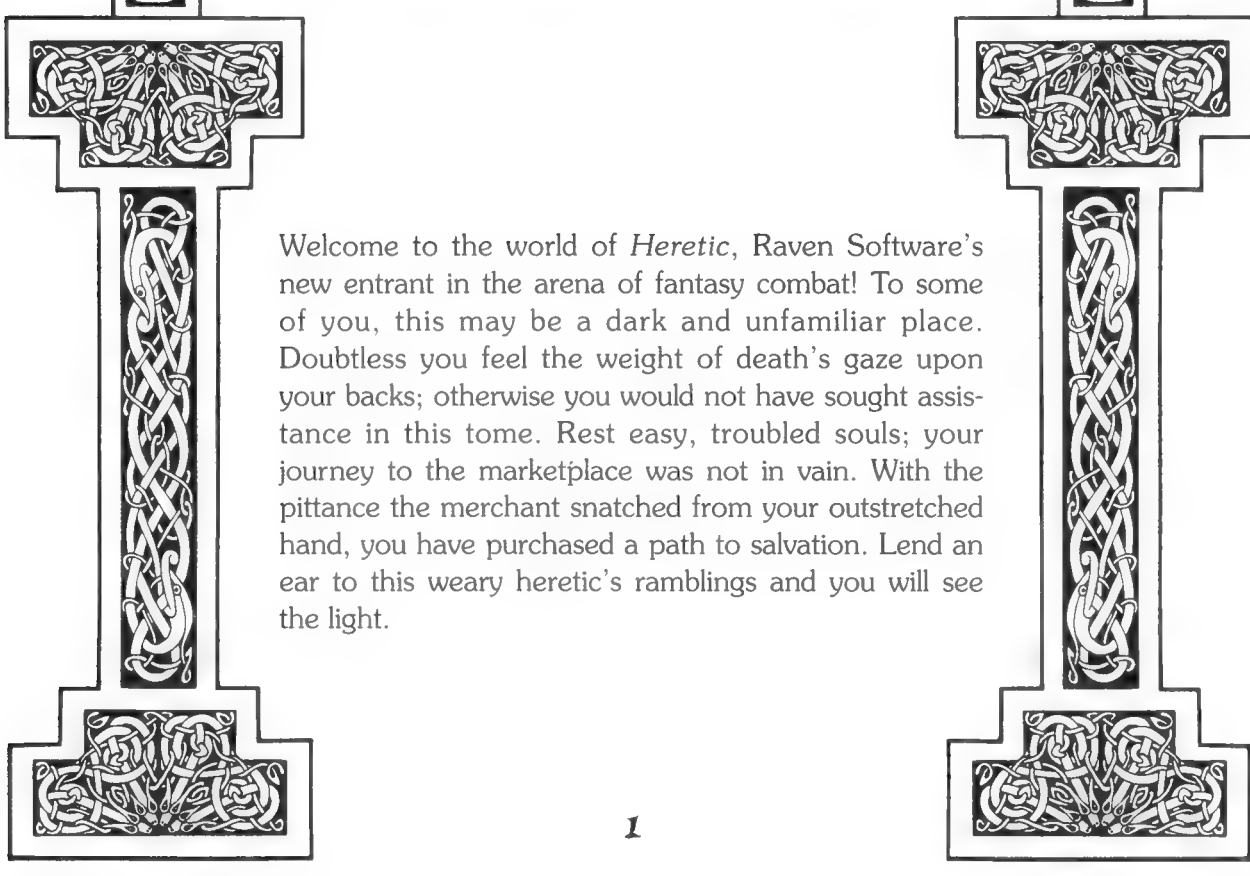
When you accept this fact, you begin to appreciate the difficulty of producing a book of this nature that ends up fulfilling the exact needs of every style of player. Having produced a dozen similar books on different games, I can assure you that striving to do so is the Holy Grail for writers in my field.

The best approach, as was taken with this book, is to work closely with the software company who makes the game and learn as much about you, the players of their products, as they know. Armed with this knowledge, my task is to create a book that, though it may not be all things to all people, addresses the needs of the broadest cross section of players possible. I feel that *Heretic: The Official Strategy Guide* is just such a book. I hope that you also find this to be the case. In either event, I invite your feedback. I can be reached on Compuserve at 72662,3003 and America Online as Ed Dille (catchy, huh?). Have fun with the game and the book. That is what gaming is all about after all, right?



1

Into the Darkness



Welcome to the world of *Heretic*, Raven Software's new entrant in the arena of fantasy combat! To some of you, this may be a dark and unfamiliar place. Doubtless you feel the weight of death's gaze upon your backs; otherwise you would not have sought assistance in this tome. Rest easy, troubled souls; your journey to the marketplace was not in vain. With the pittance the merchant snatched from your outstretched hand, you have purchased a path to salvation. Lend an ear to this weary heretic's ramblings and you will see the light.



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I recognize some familiar faces in your group. Perchance our paths have crossed in other lives and times, for some of you bear the telltale scars of the Cyberdemon's foul breath and some the jagged claw marks of the Imp. It comforts me to see you here; your experience will be a restorative for us all in the days ahead.

Though I see in your countenances a delightful mixture of young and old—a blend of bravado and naiveté, if you will—it seems to me that all of you must wonder as to the purpose of our gathering. Let your minds rest easy, for all will become clear in good time.

My name is Mustafa. Though met by many, I am known by few. My presence transcends this plane of existence, although I am not a god, nor even godlike. I am but a traveler and a storyteller; also a bard if need be, times being what they are, though few appreciate that particular one of my talents.

The story that prompted this assembly is a dark and troubling one. If left to develop unchecked, it will cast a blight on your lives that will prove impossible to escape. As mortals, your opportunity to intervene effectively is short. When its brief span ends, events will have progressed beyond your power to alter them.

This is the story I must tell, as it was told to me. . . .

When you first saw the seven candles, you knew. You knew what any Sidhe would have read in the magic of the reflections pulsing across the ceiling of the Elders' chamber, that each flame had its own power to burn, that each flame was tied irrevocably to the flow of the Earth's breath—that the seven flames were the armies of the seven kings of the Earth.

Circling the candles stood the Elders of the Sidhe, leaders of an ancient elf race adept in arcane sorcery and keepers of the Tomes of Power. From the Book they read the prophecy of Armageddon: "The three come from the Eastern wilds and they shall be given dominion over all that believe in them. He that hath an ear, let him hear that the children of the Sidhe will be driven before them and on the day that the children of the Sidhe are no more, the Earth shall be forever lost to the Abyss."

From the east came the evil foretold by your forefathers: the three Serpent Riders, the guardians of death everlasting. Their forms were

Chapter 1 Into the Darkness



shrouded by black cloaks. Only their sunken eyes were revealed; these radiated an evil, dreadful intensity. As a sign of their power, they brought peace to the eastern provinces. Those who believed in this sign created a temple in their honor; it bore the mark of the crossed tridents. Their worshippers were the Order of the Sign; blind followers, without will, void of spirit. As the power of the Order grew, even the seven kings of the Earth followed like cattle behind them. And after they controlled the great nations, two Riders left the world. Only D'Sparil, the weakest of the three, remained while his disciples traveled the Earth, cleansing it in preparation for Earth's descent.

Scorned by the other peoples of the Earth, the Sidhe, possessing powers of their own, were unaffected by the spell of the Riders. The Sidhe are now considered to be *Heretics*—the unclean, fit only to be wiped from the face of the Earth. The disciples of D'Sparil conspired with the kings of the Earth to remove the last lands of apostasy. And while the armies of the seven nations gathered to destroy the Sidhe, the Elders convened to discuss the fate of your people. When all voices had spoken against the Order, the seven Elders extinguished the seven candle flames simultaneously. In that silent moment, a brilliant flash of light came from the east, and the armies that had gathered against you were no more. Drained by their efforts, the Elders sank to the floor, listening to the collective scream painfully echoing from the now-scorched battlefield.

But then the forces of the Abyss took their vengeance. The ether had quaked with the Elders' magic effort, and the curse of the Order followed its trail unerringly to the Elders' conventicle. Suddenly the foul odor of death was present and the earth opened to engulf the Elders in flames; the white-bright fire clung to their flesh, eagerly eating each layer of skin. Pouring forth from the earth like squirming maggots came the forces of evil, both the beasts and the undead. They attacked in hordes like packs of dogs, first surrounding the weakest, biting and clawing their victims, bearing them to the ground. As each Sidhe fell, several beasts would gather to chew into his belly like pigs into slop, their heads often deeply submerged in the gut and the victim's intestines slung, half-eaten, over their own squirming bodies. When the day was done, the few remaining Sidhe were scattered throughout the land. The Abyss had taken the



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tomes and artifacts of your people as spoils of their victory. Alone, without weapons, the surviving Sidhe would surely perish at the hands of the Order of the Triad. The Elders' destruction of the seven armies had been for naught. . . .

Thus it was written, dear brothers and sisters, and conveyed to me with the same sorrow all of you must feel. For at this time I am one with you. We are Sidhe, brothers, gathered at the gates of the City of the Damned to exact our own brand of vengeance! Our goal must be to scatter our enemies and drive them before us; to raze their cities and reduce their crops to dust; to drink the tears of their loving wives and daughters before their dying eyes!

Time is short and the path is long. Grant me the boon of being your teacher before our quest begins. I know much that is vital to our goals. Let your attention stay firm and I will show you much of what you should expect. A moment more before we begin, dear brothers, so that I may sketch the form my teachings will take.

Before you can fly, you must walk. To walk safely, you must see where you are going—not only with your eyes, but in your heart as well. My first task is to teach you the telltale signs of the world our enemies have wrought. Though this world may seem familiar at first, trust my eyes to show you the nature of their perversions. Tricks and traps abound to consume the unwary. As you learn the ways of the world, be mindful too of your place within the new order. If you can put aside your preconceptions and become one with your environment, you will bypass those who are less receptive to my suggestions.

Beyond this, I must break the sanctity of the Elders' inner circle and convey to you all the arcane knowledge I possess. D'Sparil's minions secreted away most of the ancient artifacts of the Sidhe during their rampage through our lands. We must attempt the recovery of these items and weapons of power in our quest, lest we lose hope altogether. Therefore, I will hold nothing back from you. I will teach you of Hellstuffs, Macespheres, and Tomes of Power; of Shadowspheres, Wings of Wrath, and Enchanted Shields. Yes, even of the foul Torpol's Morph Ovum. None shall be withheld from your understanding.

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What use, you may ask, are weapons without enemies to wield them against? Fear not, there will be no shortage of evil during our quest. Before the world has spun on its axis a single time, our weapons will be bloodied and battered. Thus we need to know how to use them wisely. And therefore I must not forget to speak of the foul creations D'Sparil has arrayed against us. From Gargoyles and Golems to the dreaded Weredragons, each is a despicable and deadly perversion of the natural order. To set that order right again, we must strike at their weaknesses and turn them against one another. Their loyalties are fragile. Let us use that to our advantage. My purpose in the portion of my teaching that concerns these creatures will be to teach you cunning and logic, regarding both your choice of weapons and the ways in which you employ them.

Armed with this new knowledge, you will listen to the most crucial of my teachings: the discussion of the path itself. Though this portion of the discourse is lengthy, and necessarily must be, none should dismiss it as the ramblings of a blind man, for I have been granted a vision. I have seen the one true path past the three challenges, the one hope of salvation. Ignore my words at your peril. Together we can conquer the City of the Damned. We can walk naked through Hell's Maw. And finally, without hesitation or even thought of our fates should we fail, we can enter the Dome of D'Sparil and wrest from his grasp our very souls. Nothing less will suffice!

My final gift to you will be to instill a sense of unity. We have a common purpose. Let us not debase it in the name of vanity or individual glory. Let us band together to strike down our foes, like the brothers that we are. The gods have given us a network through which to cooperate and we would be foolish not to use it.

Now you know the order in which your enlightenment will be conveyed to you. Heed well these words, for they shall not be repeated. Even now the sun casts long shadows on our shattered land. We must move swiftly to our next endeavor. Gather and build a fire, brothers, for we must now begin in earnest. If we finish not before the morning comes, we may not live to see the moon's soft glow again.



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The Opening Menu

Once you've successfully booted the game, you'll come to a screen that looks like Figure 1-1.

Use whatever control method you wish to move the arrow up and down to highlight the desired menu choice. Press **[Enter]**, the left mouse button, or the joystick fire button to activate the chosen option. Here is what each option does:

New Game

This is fairly obvious. By selecting this option, you're asking to start over, regardless of how far you may have progressed up to this point. You begin the game with only your trusty staff and an Elvenwand with 50 charges. As in the original *Doom* (but not in *DOOM II*), you can select one of three episodes to play. Each episode consists of nine missions. You can play the episodes in any order from this menu, but you will be following the storyline if you proceed through them in the following order: City of the Damned, Hell's Maw, and then the Dome of D'Sparil. In any case, you begin each new episode with only the basic weapons.



Figure 1-1

The Main Menu. You can access this menu at any time by pressing **[Esc]**.

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Note: The terms *level* and *mission* may be used interchangeably in this game.

Selecting your Difficulty Level

Once you have selected an episode, you must set your difficulty level. If your previous game was too hard, you can decrease the difficulty level. Or, if you're doing very well, you can stage your own nightmares. The levels are described below.

Thou Needest a Wet-Nurse

Thy mother was a hamster and thy father smelt of elderberries. Return to the Nunnery, young journeyer; thou wert not born for the quest before thee.

Yellowbellies-r-us

When danger reared its ugly head, thou bravely turned thy tail and fled. Spend less time in the tavern, lad, and more in the armory.

Bringeth Them Oneth

That's the spirit, brother Sidhe! Go forth and drive the aggressors from thy land, as is thy birthright. This is the preordained path of all new adventurers.

Thou Art a Smite-Meister

Let fear clutch the hearts of thine enemies! Thou standest among the ruins of their settlements with maniacal glee in thine eyes. Their blood adorns thy armor like a mantle of victory and thy presence is felt throughout the land. This was the level of my visions; the path of the *Heretic*, which I will soon show to thee, was based upon it.

Black Plague Possesseth Thee

Thou art reckless and foolish. The lust for vengeance consumes thine own good sense. Wanton disregard for one's own safety places the quest itself in peril.



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Options

This is the place to go if you find yourself attempting to make do with antiquated equipment. The options menu gives you several alternative configurations to bring your display up to speed. Reducing the size of the onscreen display is the best way to improve frame rate and resolution on less capable machines. Remember, however, that the smaller your display size, the harder it will be to pick out those fine onscreen details that just might mean the difference between life and death. You can also adjust the sensitivity of your mouse, turn screen messages on or off, and set the sound and music levels from the options menu.

Load Game

A place you'll visit frequently, provided you've had the foresight to save your games now and then.

Save Game

Saves a game in progress at your present location. You should use this option often, particularly before attempting any of the difficult timing

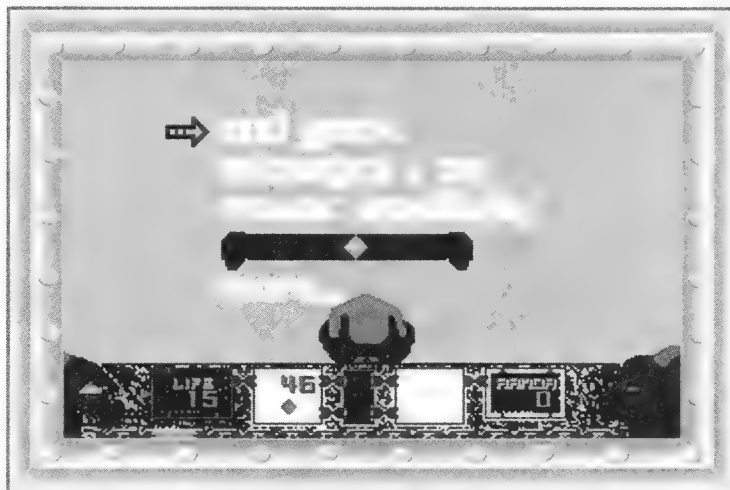


Figure 1-2
The Options Menu.

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puzzles, many of which will require several attempts to complete correctly. You can save up to six different positions in this way.

Quit Game

When the path of the *Heretic* proves too daunting, or your spouse threatens to engage a barrister, this is your only means of returning to a normal plane of existence.

The Heretic Interface

As an aid to all of your questing, I have granted each adventurer a special vision. Because you must react quickly to each new threat as it appears, I have created a mechanism to track the minor details of your inventory and status for you, lest your minds be drawn away from the task at hand to ponder these petty annoyances. Listen closely, friends, and I will tell of its workings.

Health

At the left of your field of vision, you'll see a counter that begins at 100 and descends from there. Beneath it is a chain with a lighted gem on it. The farther to the right the life gem moves, the more vitality you feel. When the gem moves all the way to the left and the counter reaches zero, your opportunity to complete this quest, as well as your life, will be gone. Pay attention to these warnings, and seek a physician's aid or some of his tools in times of need.

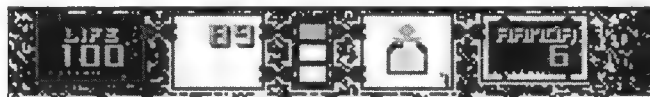


Figure 1-3 The onscreen menu bar contains all the information you might need at a moment's notice.



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Note: In DeathMatch mode, the Health Counter is replaced with a tally board showing the total number of other adventurers you have killed; the life gem on the chain will be the only measure of your distance from death. If you are killed by a monster or commit suicide, then one is subtracted from your kill total on this display.

Weapon Charge

This counter displays the amount of charges, bolts, or whatever is appropriate for the currently selected weapon. Each weapon is assigned a number on the keyboard, from 1 through 7. By pressing the appropriate number, you can change from the current weapon to the new weapon (provided you've found it). When you do, the weapon charge counter will automatically change to reflect the appropriate number for the newly selected weapon.

Keys

In the center of your field of vision are three small boxes, aligned vertically. At the beginning of each level, all of the boxes will be gray. As you find the yellow, green, and blue keys, each will be deposited in one of the three slots. Every level except Boss levels requires that at least one key be found before the exit can be accessed; some levels may require you to find all three.

Inventory

Just right of center is another small window. Though only one item appears in this window at a time, this is the area through which you view and control your entire inventory of items. Item management is crucial to the completion of the path of the *Heretic*, so access this area often.

When you pick up certain items, they're placed in your inventory. Use the bracket keys, [] and [], to pop up the full inventory screen and scroll through the icons until the item you wish to use is highlighted. Press [Enter] and the item will appear in the inventory window. If you have more than one of that item, the total number you carry will be displayed in

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white in the lower right corner of the window. Press **[Enter]** again and you'll use the item. If you're carrying several such items, the counter number will be reduced by one. If you're carrying only one of that item and you use it, it will disappear both from the full inventory and from this window. The next item from the full inventory will appear in its place.

Note: There is an undocumented alternate method of selecting items from your inventory as well. Just hold down **[Shift]** and press **[Enter]** until the desired item appears in the inventory window. There are also two shortcut keys: Pressing **[Backspace]** will automatically use a Tome of Power if you have one in inventory, even if it is not currently selected; pressing **[Page Up]** will automatically use the Wings in the same fashion.

Armor

The final window on the far right shows the amount of armor remaining. By finding mystical shields and similar items, players make this number rise and are better protected from their enemies. As damage is inflicted on a player, the number drops.

Finding Your Way in the World

The path of the *Heretic* involves many twists and turns, the full recounting of which is yet to come. Throughout the quest, however, you will find landmarks that share certain characteristics. To find your way in the world, you need a basic knowledge of portals (that is, doors), switches, mystical teleports, and platforms.

Of Portals and Peril

Opening portals can reveal some much-needed weaponry and healing ointments—or a horde of hungry Gargoyles. Although it's usually the latter, you can't find out unless the portal can be opened to begin with. Press **[Spacebar]** to open unlocked portals, which are generally made of wood. Locked portals may require a special key or the manipulation of a



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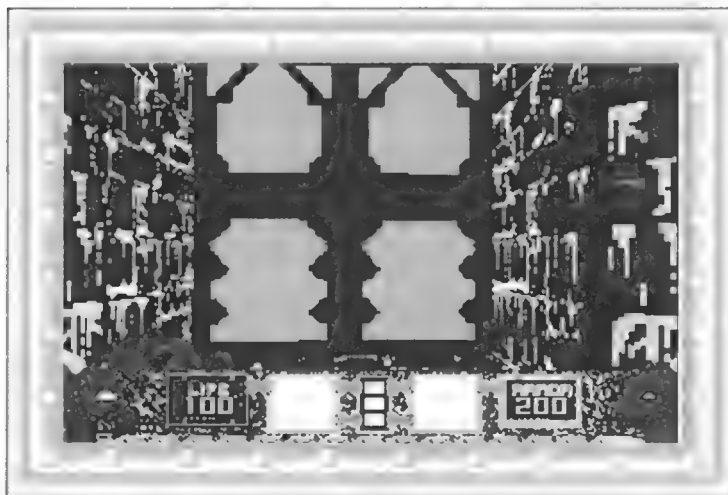
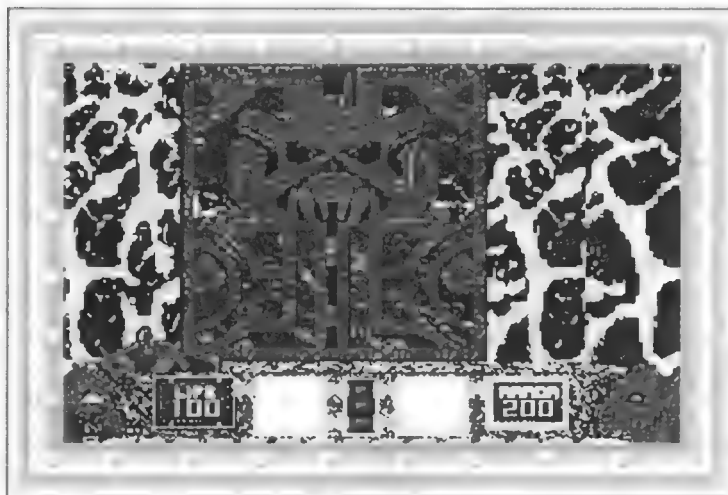


Figure 1-4

Most of the portals don't require special handling, such as the wooden one pictured at the top, but *some* do. If you need a key to open a given door, a message will flash across the top of the screen telling you so. If no key is needed, but the door doesn't open in the usual manner, either it's a one-way door or there's a switch nearby that will open it. Almost all steel doors, like the one shown on the bottom, are controlled by switches.



switch, or they may be one-way portals to confuse unsuspecting adventurers. The latter can be opened only from one direction; if you happen to be on the wrong side, nothing you do will make a difference.

Note: Wood doors are (almost) always unlocked. The stone doors with metal bands are used only for key-locked doors. The Demon Mask doors are *only* opened by switches or trigger lines.

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Switching in Midstream

Switches perform a variety of functions in *Heretic*, some of which may not be readily apparent when you activate or deactivate a given switch. The only thing they have in common is that they all do something to alter the physical environment. Common functions of switches include:

- Opening and closing doors, including secret doors (these can be either temporary or permanent alterations of the map)
- Raising and lowering elevators (temporary alteration)
- Raising and lowering platforms (permanent alteration)

If you alter the position of a switch, then look at the map and find that nothing seems to have changed, it's likely that you've happened upon a switch that creates a temporary alteration of the terrain. These switches are at the heart of most of the timing puzzles encountered. To illustrate how this type of puzzle works, consider the following fictional example:

You step off a high ledge into a pit. At the bottom of the pit is a switch. When you press the switch, a door to the north opens, releasing a Maulotaur, then closes again immediately. After you kill the beast, which is fun in a small closed pit, the full nature of the timing puzzle becomes evident. You must press the same switch again to reopen the

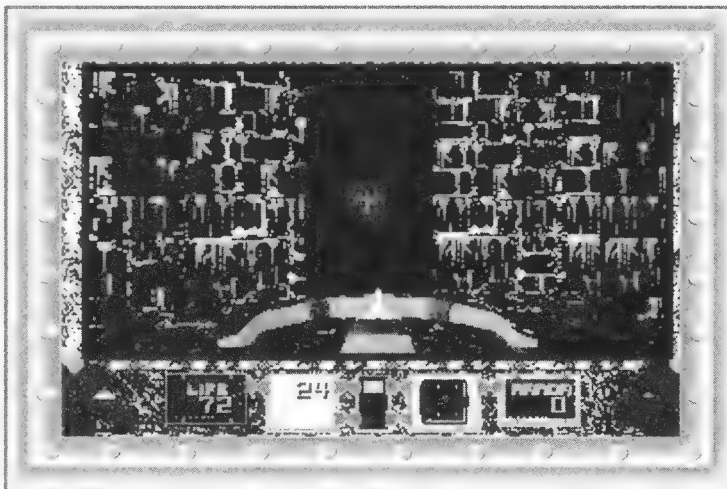


Figure 1-5

Find all the switches you can and use them. Each has its own purpose, but the greatest find of all will come at the end of each area. There will be an exit chamber, generally marked by a door with a blue trident on it. Enter the room and press the switch inside, or walk into the blue Teleporter.



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door, run into the north room and press two other switches, on the west and east walls (which lower an elevator platform on the south side of the original room), then rush back out the door before it closes and across to the elevator platform before it rises back up. *Heretic* is full of puzzles like this. Timing and coordination are everything, because many of these puzzles require you to rush from one area to the next at full speed (that is, with **[Shift]** pressed) to make it in time.

Teleporters and Interdimensional Travel

Teleporters take you into new areas of the level, or out of the level altogether, the instant you step onto them. Teleporter travel is necessary to complete most of the levels. A Teleporter can be identified by a symbol on the floor that emits a flow of energy into the sky. Just walk onto a Teleporter to use it.

There are two kinds of teleports. The 8-pointed arrow teleport (red sparkles) is an on-level teleport; the blue trident teleport (blue sparkles) is a level exit. Note also that the secret level exit teleports have dark blue corners on them. The blue trident switch is *only* used for level exits.

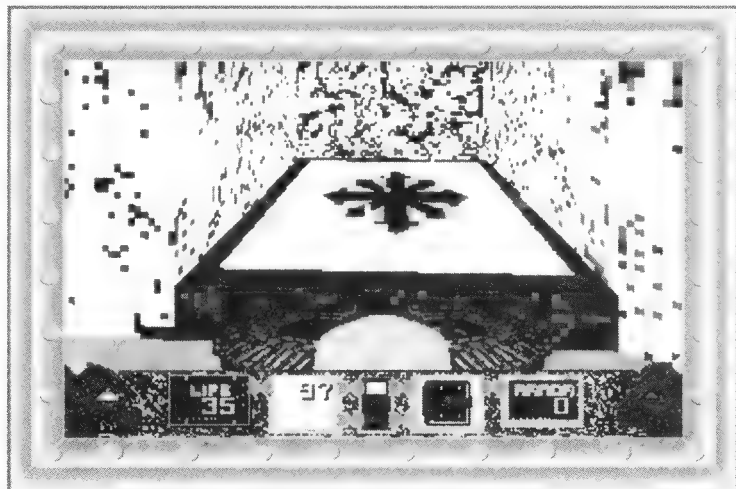


Figure 1-6

Stepping onto a Teleporter is an act of faith, because you never know your destination beforehand.

Chapter 1 Into the Darkness



Platforms

Heretic has platforms that rise or descend. Some operate continuously, more or less like medieval escalators; others must be activated by walking near them and pressing **[Spacebar]** or activating a nearby switch.

Keeping Your Bearings

Exploring the world of *Heretic* is easy. On the keyboard, use the arrow keys to move around. To move from side to side, hold down **[Alt]** and the left or right arrow key simultaneously. When you sidestep like this at the same time as you are firing your weapon, your action is called *strafing*. Strafing can be a very effective way to attack many enemies at the same time. Use the left and right arrow keys to strafe left and right. Hold down the **[Shift]** key and any arrow key to move faster in the desired direction.

With a joystick, use button 1 to shoot and button 2 to open doors and activate switches. If you are controlling the game with a Gravis PC gamepad with a four-button array, the third and fourth buttons can be used to strafe and run, respectively.

With a mouse, use button 1 to shoot and button 2 to walk forward. Double-click button 2 to open doors and activate switches. With a three-button mouse, use button 3 to strafe and double-click button 3 to open doors and activate switches.

To pick up any of the numerous objects scattered about, simply walk or run over them. To look up and down (a new feature that wasn't available in either *Doom* or *DOOM II*), press **[Pg Dn]** and **[Delete]**, respectively. Looking up and down is helpful both to obtain visual clues among your surroundings and to target enemies above or below you. To return your view to normal, press **[End]**.

A special item in *Heretic*, Inhilicon's Wings of Wrath, allows you to fly for a limited time. While you're aloft, use **[Pg Up]** to increase your altitude and **[Insert]** to float down. Press **[Home]** to land.

Because of the many key commands used to move through the world of *Heretic*, keyboard control is the preferred method for most players. With some practice, this interface becomes fluid and is second nature to



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most *Heretics*. Moving in the world is not the problem, however; keeping one's bearings is. . . .

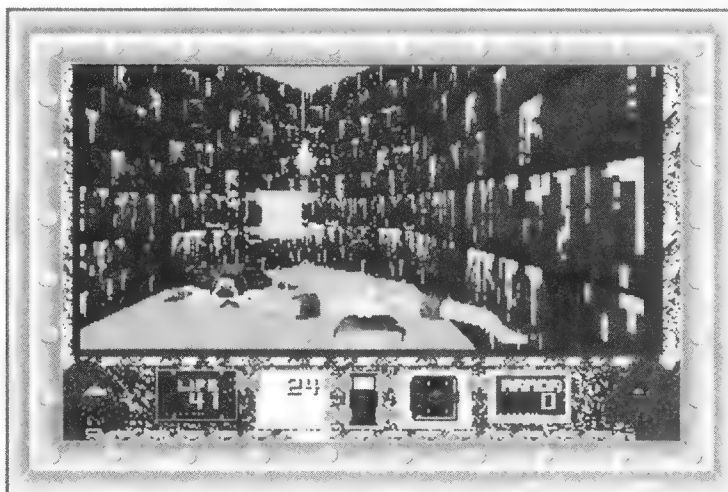
The Automap Function

As you move through a level, your Automap (which is accessed by pressing **[Tab]**) will update itself to reflect where you have been so far. Your position on this map is indicated by a white arrow, whose point shows the direction you're facing. Pressing **[Tab]** again returns you to normal view. The Automap feature is nice, but being able to see where you haven't gone yet is even nicer. To do this, you need to find a map scroll.

Once you have a map scroll of the level you're currently on, you can also call it up by pressing **[Tab]**. The difference is that this map presents a view of the entire level, though possibly not on one screen. To find out how to view more of the map, see "Magnification" and "Follow Mode." On the map scroll, areas that you haven't yet entered are grayed out but still visible. Use this knowledge to guide you in your exploration and your battle plan. Look for unusual structures or other visual clues to secret doors, traps, and other enemy trickery.

Figure 1-7

Map scrolls like this one are not available on all levels, but when you do come across them, they're extremely helpful in locating secret doors and other hidden areas.



Chapter 1 Into the Darkness



Magnification

Whether you're using a map scroll or the Automap feature, you can increase and decrease the scale of the map by pressing **[+]** and **[-]**, respectively. Zooming in will often reveal fine details of the particular room you're in that are not apparent at lower levels of magnification. When you zoom out, more of the level will be revealed, but the entire level still may not fit on a single screen. When this is the case, you must also disable follow mode to scroll the rest of the map into view.

Follow Mode

Under normal operating conditions, follow mode is enabled. This means that while you're in map mode, if you use the directional arrows to try to scroll the map, you're actually moving in the environment. If you press **[F]** to disable this mode, you can scroll the map with the arrow keys or with your mouse while the arrow icon, which represents your position, remains fixed in place. Press **[F]** again to return to normal movement.

Quickstart Basics

Probably some of you are already lusting to exact some vengeance. If you are dead set on being so foolhardy, I can probably do nothing to stop you. Take some counsel from me, however, before running off to your death.

- Run over objects, including those left by enemy kills, to pick them up and add them to your inventory. If you can't pick something up on the first pass, chances are that either you don't need it right now (for example, if you attempt to pick up a crystal vial when you're at full health), or you don't have room in your inventory for the item (for example, if you try to add a wand crystal when your weapon charge counter is already full).
- Remain aware of your surroundings at all times and check your maps frequently. You may get visual clues that will help you find hidden doors.



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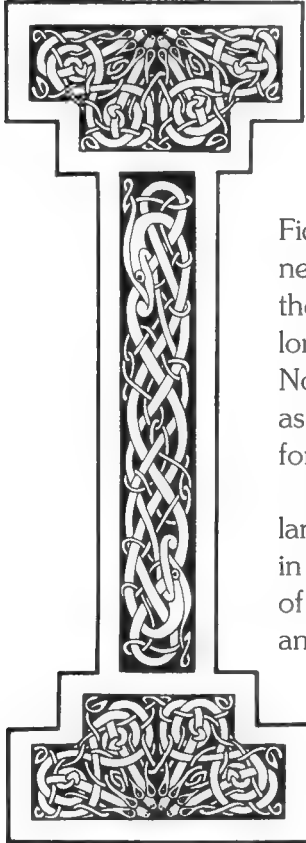
- When you use `Spacebar` to open doors, make sure your weapons are ready. You never know what's waiting on the other side.
- Never stand still and go toe-to-toe with the enemy if you have any other choice.
- At all costs, avoid being surrounded.
- Watch for traps at all times. You may or may not receive a visual clue as to the existence of the item on the main display, but clues sometimes appear as small squares or unusual rectangles on the overhead map. It's a good clue when you see such an item on the map and can't match it with a physical object on the main display.
- When you find a Teleport you should not, as a rule, go through it immediately. Instead, first make sure you've fully explored the area you can currently access without the teleport. Otherwise, you may not have a chance to turn back and pick up items that you've missed.
- Unless you're a masochist, save frequently.
- Keep moving and make every shot count.

If you follow these simple guidelines, you should manage to survive just long enough to realize that you've made a grave mistake by not listening to the rest of my tale before beginning the quest. For those of you who remain behind to listen, the time you spend will not be wasted. Next, I must show you things both unspeakable and unimaginable, and others so wondrous as to bring a mist upon your eyes.




2

Of Monsters and Mayhem



Fidget not, dear brothers; as I gaze upon ye and witness your restlessness, I know in my heart that much of the telling remains. You must trust me for a short while longer, and then I will release ye to the task at hand. Now, as darkness surrounds our hearth, listen closely as I tell ye of those who would see our kindling transformed to a funeral pyre.

D'Sparil's dark sorcery has cast a blight upon the land, raising all manner of beasts and demons to stand in our paths. True Heretics must not falter in the face of these monstrosities, lest your fear be smelt upon ye, and the forces of darkness descend with the swiftness





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of wild dogs. Knowledge is the enemy of fear, and is the greatest gift that I give to ye. Listen now to a language that may seem foreign to your ear, but carries a message that is of great importance to your understanding of what lies ahead.

Hitdice and Hitpoints

To pen-and-paper gamers, *hitdice* and *hitpoints* are part and parcel of their gaming experience. Many computer gamers may be familiar with hitpoint systems, but unfamiliar with the concept of *hitdice*. One is really an extension of the other, and the way *Heretic* uses each of them is easy to understand once you've been exposed to it.

Dice are used in pen-and-paper gaming to generate random numbers for use with the various combat and spell tables. These games use all kinds of dice, from a 4-sided to a 100-sided die; the latter are so rounded that they could almost be mistaken for golf balls. Computer-based simulations such as *Heretic* use internal random-number generators to accomplish the same tasks. As a rule, however, it's much easier to explain these operations using traditional terminology.

Heretic uses an 8-sided die as the base for most of its calculations. Where there are exceptions, they'll be denoted in the text. Thus, where you see the term *hitdice*, it refers to the *number* of 8-sided dice that are used in the calculation. Therefore, the hitpoint formula is as follows:

$$\text{hp} = (\text{Random } 1\text{--}8) \times \text{hitdice}$$

Remember this formula. It will be used again in the descriptions of monster attacks as well as in descriptions of the capabilities of your own weapons. When the resultant damage can be calculated using this base formula, only the number of *hitdice* that apply to the given attack will be listed. When a different formula has been used, for the exceptions to the aforementioned rule, only a random range of *hitpoints* will be listed.

Hitpoints, abbreviated *hp*, measure the total strength, or life force, of a given being. They also measure the amount of damage a particular attack can inflict, in which case they're subtracted from the target's remaining *hitpoints*. Consider the example.

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Example: You strike a Gargoyle (40 hitpoints) with two shots of an Elvenwand (each inflicting a random 7 to 14 hitpoints of damage). You “roll” an 8 and a 12 (adding up to 20) on the two shots. The Gargoyle now has 20 hitpoints remaining before he dies.

If you don't understand where the 40 hitpoints for the Gargoyle or the 7 to 14 hitpoints per Elvenwand shot came from yet, don't worry. All these numbers will be explained shortly. For now, it's only important that you understand how the math behind these concepts works. To make sure of that, let's look at one more example, this one involving hitdice, before moving on to the next topic.

Example: An Undead Warrior steps around the corner in front of you. Before you can react, he hits you once with his axe (melee attack = 3 hitdice). Melee is the term used for all close-quarters combat. You turn to flee and, before you can escape around the corner, he throws two green axes into your back (2 hitdice each). You began the encounter free of wounds and without armor, which means you had a total of 100 hitpoints of health before his attacks.

Let's assume he rolled a random number of 5 on his melee attack.

$$\text{hp} = 5 \times 3 \text{ hitdice} = 15 \text{ hitpoints}$$

You're now down to 85 hitpoints.

The first green axe strikes you in the back; he rolled a 7.

$$\text{hp} = 7 \times 2 \text{ hitdice} = 14 \text{ hitpoints}$$

You're down to 71 hitpoints.

The second green axe hits you; he rolled a 2.

$$\text{hp} = 2 \times 2 \text{ hitdice} = 4 \text{ hitpoints}$$

You're down to 67 hitpoints from the original 100, in the space of three attacks that took the single Undead Warrior less than 10 seconds.

Are you beginning to get the big picture? The world of *Heretic* is a dangerous place, where death comes swiftly. Now let's look a little more closely at some of the creatures who wish to inflict that fate on you.



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The Bestiary

D'Sparil's minions range from the undead to abominations—perversions of the natural order. Each has abilities uniquely its own, and its own weaknesses as well. Cunning heretics would do well to heed closely the words conveyed in these passages. Also, do not despair if the weapons mentioned herein are unfamiliar to thee. These too will be dealt with in good time.

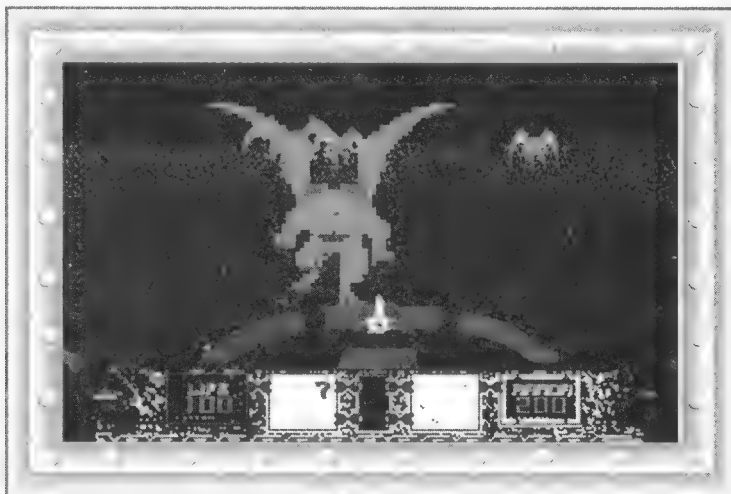


Figure 2-1

Although it's impossible to visually distinguish a Gargoyle from a Fire Gargoyle, the latter are much more deadly once they begin heaving fireballs at you.

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Gargoyles and Fire Gargoyles

Gargoyles are the most numerous of all guard minions for the Order of D'Sparil. A malevolent cross between a bat and a demon, these winged predators almost always appear in large groups. Fortunately, despite their large numbers, each is relatively easy to kill. Gargoyles have 40 hitpoints. Fire Gargoyles have 80 hitpoints.

A melee attack from either variety of Gargoyle will inflict a random 5 to 12 hitpoints upon thy person. Fire Gargoyles, much like their Imp cousins in *Doom* and *DOOM II*, also have the ability to conduct ranged attacks. Each one of the fireballs they unleash hits for the equivalent of 1 hitdice worth of damage.

When possible, engage these adversaries from a distance with an Elvenwand. The Ethereal Crossbow is also effective against large groups, but these bolts are best saved for more difficult foes, on which the Elvenwand would have little effect. Finally, remember to use your new ability to look up and spot these devils hiding among the rafters, preparing to rain down evil on the heads of unsuspecting travelers.

Golems and Nitrogolems

Animated behemoths made of hardened clay, these corruptions advance on you methodically, with their murderous intent visible in their deadened eye sockets. Golems have 80 hitpoints. Nitrogolems have 100 hitpoints, which makes them equivalent in strength to you. Enjoy that parity, because this is where it ends. If either of these shambling mounds of hardened earth manages to get hold of you, it will cost you 2 hitdice worth of damage. Also, the Nitrogolem may decide not to chase you, opting instead to chuck Screaming Skull missiles at you from a distance. These missiles will track you and can, to a limited degree, travel around corners. Each of these missiles that strikes home will inflict 4 hitdice worth of damage.

Your trusty Staff and, once you've found them, the Gauntlets of the Necromancer make fine weapons against the lesser Golems. You'll want to stay clear of the Nitrogolems with these items, however, and engage them at a distance with your Elvenwand. As before, using the Ethereal Crossbow on these enemies is a bit much.



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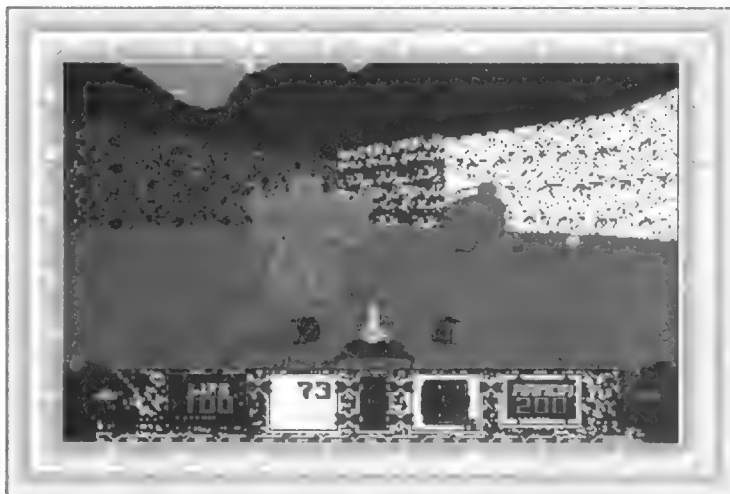


Figure 2-2

Nitrogolems can be distinguished from their lesser cousins because a distinct aura surrounds them just before they cast a Screaming Skull missile in your direction.



Finally, there are also rumors of ghostly apparitions that resemble Golems. Though these specters are harder to see than their more substantial former selves, their attributes are the same.

Note: Physical projectile (Phoenix and side arrow of crossbow) missiles pass through all forms of ghosts and do them no harm. The Phoenix explosion will hurt them, though, if they are close to it.

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Sabreclaws

Though they lack any form of ranged attack, Sabreclaws are swift and agile opponents, who will sneak up on you in a heartbeat if you're not careful. In close combat, each of their lightning-fast attacks will inflict a random 3 to 10 hitpoints of damage. In other words, they can slice you to ribbons in less than 10 seconds if they get the chance.

Sabreclaws can sustain 150 hitpoints of damage themselves before succumbing. Therefore, you *never* want to go toe-to-toe with one or more of these deadly denizens of the underworld. Rather, engage them at a distance, preferably a great distance. When several Sabreclaws are after you, the Ethereal Crossbow is the weapon of choice, because it will let you wound a lot of them at once. If you don't have this option, use a Dragon's Claw and try to lead your pursuers down a narrow passageway, so you can engage them one at a time and not be surrounded.

Undead Warriors

As part of the Order's insidious plot to control your world, they've recruited the dead, given them armor, and armed them with deadly magic axes. Now they guard the evil cities and toss their infinite supply of



Figure 2-3

Imagine a creature that has the appearance, speed, and strength of the ones featured in the Alien movies, but throw in razor-sharp axes on all of its appendages, including the tail. That's a Sabreclaw.



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axes at unwary passersby. If they're hit correctly, these axes can be destroyed in flight, but it's not easy.

Both forms of Undead Warrior, the normal and the ghost, have 200 hitpoints. The only difference between the two is that the latter are much more difficult to detect. Each has a melee attack of 3 hitdice when it's next to you. When firing from a distance, they'll chuck two or three axes



Figure 2-4

Undead Warriors and their ghostly counterparts—if the notion of the ghost of something undead is even conceivable—are relentless enemies.

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at a time, one right behind the other, pause for several seconds, then repeat the process. Green axes hit for 2 hitdice each. Red axes, which are more uncommon, hit for a brutal 7 hitdice. In other words, a single hit from a red axe can drain away more than half your life, assuming that you're not wearing armor.

The Ghost Warriors throw only red axes, making them one of the nastiest monsters in the game.

Whenever possible, you want to engage Undead Warriors at a distance. The weapon of choice is the Hellstaff, if you have one. It takes just a little too long to kill one of these enemies with the Dragon's Claw, and the Phoenix Rod is definitely overkill. Also, many of the side bolts of the Ethereal Crossbow will miss these enemies, so avoid using it.

Your best tactic for dealing with these creatures is to use a corner of a wall for cover, if possible, and *listen* for the sound of the approaching axes. When one set flies past, sidestep out of your hiding place and send some fire downrange, then quickly step back. Repeat as necessary until the Warriors are once more reduced to inanimate piles of bones.

Note: All ghosts are impervious to manmade weapons.

Weredragons

With all the strength and cunning of a dragon, combined with the ferocity of creatures infested with bacteria that boil at the coming of a full moon, the Weredragons are some of the most fearsome opponents you'll ever encounter. Through some perversion of D'Sparil's necromancy, the moon always shines fully on these warped souls. This is why the danger they present for young adventurers has become legendary.

The Weredragons infest the darkest lairs of the Order. Each of them can withstand up to 220 hitpoints of damage before it dies. Possessing all of the strength and agility of a tank, these lumbering creatures belch a body-blasting fireball. Each fireball inflicts 4 hitdice of damage on any *Heretic* unlucky enough to stumble within its blast radius. Falling into the claws of the Weredragon itself inflicts 3 hitdice of damage per attack. Though it attacks less frequently than the Sabreclaw, the Weredragon is vastly more destructive.



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Figure 2-5

Weredragons are much too common for you to avoid becoming intimately acquainted with them.



Multiple shots from the Ethereal Crossbow are effective against a single Weredragon, but groups of them will quickly overwhelm you if this is the only weapon at your disposal. Ideally, you should counter large groups of these enemies by using the Dragon's Claw (aptly named for this purpose) in conjunction with a Tome of Power.

Ophidians

The Ophidians slither through the darkest chambers of the Dome of D'Sparil and protect their lairs with deadly energy-tossing tridents. Each attack they make will come at you in four parts. The first three energy missiles, which emanate from the points of the trident, account for 1 hitdice apiece. The last energy missile, which is the largest, emanates from the shaft of the trident. This missile will do 3 hitdice worth of damage if it hits you. Targeting for attacks is reset when a big projectile is fired, so dodging the first 3 does not mean you will avoid the last one as well.

Because of their tough chitinous hide, each Ophidian can withstand up to 280 hitpoints of damage. To inflict this damage fast, your best option is to lay down a barrage from either the Hellstaff or the Phoenix Rod (though it's easier to strafe with the former), staying in motion the whole time.

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Figure 2-6

Ophidians are a cross between a Scorpion and a Gladiator. Though they're less deadly than some of their counterparts, they can sustain a great deal of damage before going down for the last time.

Disciples of D'Sparil

Eager students of D'Sparil's dark magic, these wizards have mastered flight; they blink out of the shadow world long enough to cast a crushing wave of magic missiles at you. You can often hear their rhythmic chanting by listening at a portal before bursting through. This will let you prepare for the onslaught of hellish purple fireballs waiting for you on the other side.



Figure 2-7

Although they're more fragile than most of their beastly relatives, these monsters can inflict the most pain on you in the least time.



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Each Disciple can only sustain a mere 180 hitpoints of damage before falling by the wayside, but they deal out damage disproportionate to their size. Their purple missiles, issued in triplicate and in rapid succession, each inflict 3 hitdice worth of damage. Also, don't mistake them for the wimpy wizards of other realms; the Disciples also pack a withering wallop of 4 hitdice per melee attack. Don't think you can just run up to one of these creatures and send him running for cover by giving him a quick bloody nose. That just won't happen.

The ideal tactic for taking out a Disciple is to get him involved in battling any other creatures in the room. In fact, this is a good tactic to keep in mind for many rooms with mixed monster groups (or, in some instances, large groups of the same kind of monster). What you do is fire on the group while running around the room, so that at least some of their return fire will hit their companions. This will make them start fighting each other and ignoring you (provided that you stop attacking them, of course). Once they've thinned each other out a bit, you can re-enter the room and mop up the survivors.

Occasionally, you can produce the same effect by entering a room while you're invisible and bumping into one or more of the inhabitants to stir them up. If these attempts fail, the Ethereal Crossbow, the Dragon's Claw, and the Hellstaff are all effective weapons against Disciples.

The Bosses

As you might expect, each episode of *Heretic* concludes with a climactic encounter with a boss creature. Also well within the realm of expectation is that each will be progressively more difficult to destroy. As thou meetest each of these for the first time in the following three subsections, take note of the special conditions governing weapon use where they are present.

Iron Liches

Iron Liches make their first appearance as the bosses at the end of Episode One: City of the Damned. You'll encounter them later in Episode Two as well, and the tactics for facing them there won't change.

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Figure 2-8

Iron Liches have a devastating five-pronged attack that must be seen to be believed—provided, of course, that you live long enough to see the whole thing.

In *City of the Damned*, three of them guard the exit to the final level, in conjunction with 14 Nitrogolem ghosts and 14 Disciples of D'Sparil.

Each Iron Lich can kill you in numerous ways. Those foolish enough to stand close to one of these abominations will be hit with 6 hitdice for each blow. From a distance, the Iron Liches can throw ice balls at you (1 hitdie each), hurl ice shards (3 hitdice each), spew a column of fire (in which each fireball does 5 hitdice of damage), or call forth a windstorm. The latter attack looks like a portable tornado. If you're caught up in it, it will do 15 hitpoints of damage *per second* until you're thrown clear.

Each Iron Lich has 700 hitpoints, so you have to avoid their attacks for quite some time before you can destroy them. The easiest method of doing this is by using Inhilicon's Wings of Wrath to fly above them and keep moving. Meanwhile, use a Dragon's Claw in conjunction with Tyketto's Tome of Power to rain death on them from above.

Maulotaurs

Maulotaurs are built to take a beating. Each can take up to 3,000 hitpoints of damage. You may well think that having to take out a group of them as the bosses of Hell's Maw may be a bit much. Nevertheless, that's one of the tasks you have to accomplish on the path of the *Heretic*.



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Figure 2-9

As if Minotaurs were not enough, some sick mind had to come up with these bigger—and badder—cousins.



Maulotaurs can attack you in several ways. In close combat, their powerful arms can strike for 4 hitdice of damage per blow. Likewise, if you show fear, they'll lower their heads and charge at you with sharp-pointed horns that inflict 6 hitdice of damage. From a distance, they can throw missiles at you, which will hammer home for 3 hitdice of damage, or call forth fire from the ground. This latter attack appears as a line of fire erupting from the earth. Those heretics unlucky or unwitting enough to stand within the blast *radius* of this attack will suffer an average of 64 hitpoints for every sprite that hits them.

The optimum tactic to use with Maulotaurs is to get them involved in combat with other monsters . . . a lot of other monsters. The Maulotaurs will still kill everything in their path, but this should still serve to weaken them somewhat for thy coming engagement. When thou must deal with several Maulotaurs, focus on killing them one at a time while remaining a moving target, or their combined force will certainly overcome you.

Note: The Maulotaurs are immune to all forms of radius damage, such as that caused by Phoenix missiles and the explosion of Gas Pods. Also, they take reduced damage from certain weapons. See the individual weapon descriptions for details of these partial immunities.

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D'Sparil and His Beast

D'Sparil and the Beast he rides upon will do you a lot of harm before you finish them off. Before you can defeat the master, you must first conquer his minion. The D'Sparil Beast, with a mere 2,000 hitpoints, is not as powerful as a Maulotaur, but his incessant attacks will certainly divert your attention. In close combat, his teeth will rend you for 8 hitdice per chomp. From a distance, he'll chuck 10-hitdice fireballs at you in a constant stream. The closer this creature gets to death, the faster he moves and the more frequently he attacks.

D'Sparil himself presents a fearsome visage—and a formidable presence, with 2,500 hitpoints. He'll cut out your eyes and eat them while the sockets bleed if you stray too close to him (where each attack costs you 20 hitdice). From afar he'll attack you with two weapons: purple and blue missiles. The former will spawn Disciples if they miss thee and strike the ground, or will inflict 10 hitdice worth of damage if you're in their path. Blue missiles explode for 80 to 112 hitpoints of radius damage, so be very careful to avoid them.

D'Sparil also moves and attacks faster when hurt. He can teleport at random (not only when Phoenix or Red Rain attack) and once the

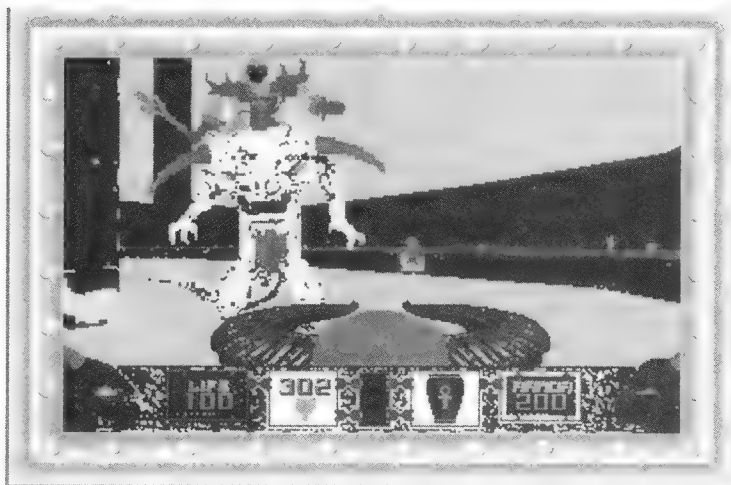


Figure 2-10

At last, the foul one himself is before you! Your moment has come. Stand tall as you face your greatest peril!!



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Teleport begins he is longer physically there and so any attacks against the image left behind do no damage.

Your best approach to deal with D'Sparil is to take out the Disciples first; once there are more than 10 or so of them it is nearly impossible to kill htem all and kill D'Sparil too.

Thy Weapons Comfort Thee

At first, thou hast only a Staff and thy Elvenwand for protection. As thou gainest more weapons, thou must choose among them. Press the number that corresponds to the appropriate weapon to select it from the following list:

1. Staff (or Gauntlets, once thou hast found them)
2. Elvenwand
3. Crossbow
4. Dragon's Claw
5. Hellstaff
6. Phoenix Rod
7. Fire Mace

To use a weapon, press **[Ctrl]**, or hold down **[Ctrl]** for rapid fire. Naturally, rapid fire consumes thine ammunition more quickly, and should be used with restraint. Also, different weapons use different forms of ammunition. When thou runnest over ammunition, *Heretic* automatically charges the correct weapon.

In the discussion of weapons that follows, thou wilt see references to "powered up" settings. These settings refer to using that particular weapon in conjunction with Tyketto's Tome of Power, an artifact that will also be explained shortly. Think of thy weapons as tools: having the right one for the task at hand will make thy life easier.

Staff

Unless it is powered up, there is nothing magical about this weapon. It is a stick with which you can beat your enemies senseless. Each thrust deliv-

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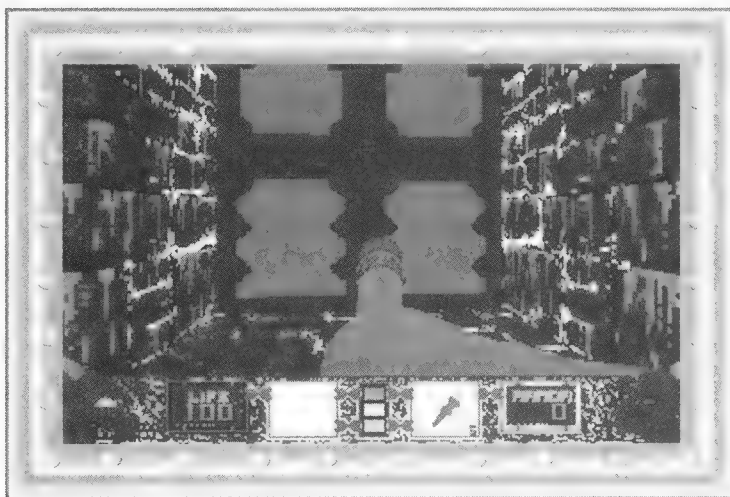


Figure 2-11
Fear not evil, for thy rod and thy Staff shall comfort thee.

ers 5 to 20 hitpoints of damage to the creature. Powered up, thy Staff becomes as sturdy as an oak, delivering 20 to 80 hitpoints each time you strike one of them, and also throws anything it hits a good distance (including other players). If you have both the staff and the gauntlets, you can switch between them by using the one key.



Figure 2-12
These magical mesh gauntlets can sap the strength of your enemies, and feed your spirit in the process.



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Gauntlets of the Necromancer

Once they've been found, these gauntlets replace the staff in weapon slot 1. In their normal state, these gloves unleash an electrical attack that adds to your base striking power, for a combined damage of 4 hitdice. When powered up, the Gauntlets don't inflict more damage per hit, but they're capable of striking enemies at four times the range, and pulling them closer to you when they lock on. When locked on they will increase your life by one half the amount that's drained from your victims.

Elvenwand

Elvenwands are the weapons of choice against Gargoyles and Golems, since each blast delivers 7 to 14 hitpoints of damage. If you intend to use them on more powerful creatures, however, they should be powered up. In its heightened state, every shot from the Elvenwand consists of five missiles, each of which inflicts 1 to 8 hitpoints of damage.

Ethereal Crossbow

Without benefit of a Tome of Power, the Ethereal Crossbow releases three magical bolts with every shot. The center bolt strikes the victim for

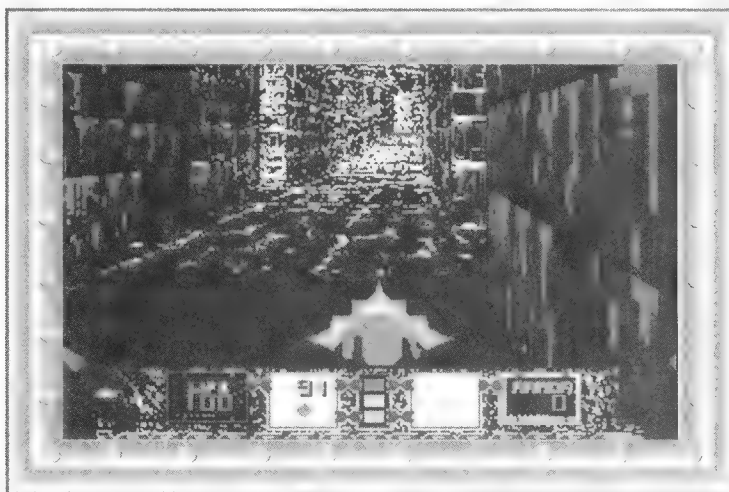


Figure 2-13

Lightweight yet effective, your Elvenwand will serve you well through many of the early levels.

Chapter 2 Of Monsters and Mayhem

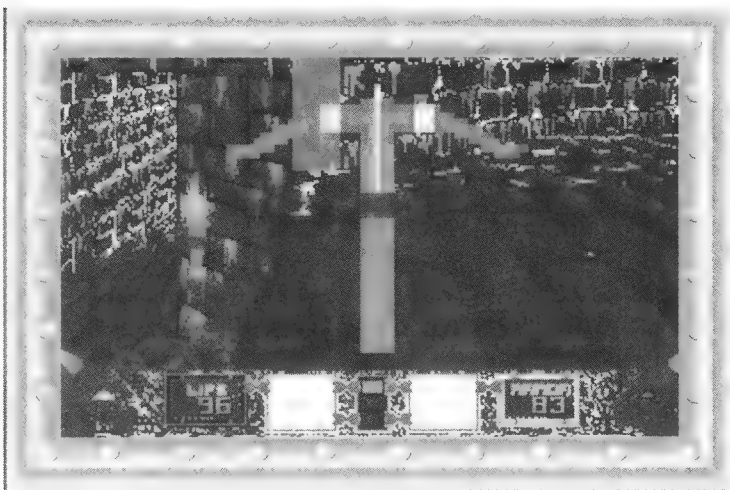


Figure 2-14

You'll find the Ethereal Crossbow an excellent weapon for dealing with groups of malevolent monsters.

a devastating 10 hitdice. Each side bolt (they separate from the center bolt more and more as the range increases) inflicts 2 hitdice of damage.

When it's enhanced by the magical effects of Tyketto's wondrous book, the Ethereal Crossbow releases 5 magical bolts with each shot. In this instance, the middle three bolts do 6 hitdice worth of damage each; the outer two bolts still inflict 2 hitdice each. In other words, at close range you can strike a particular enemy with a 22-hitdice blast. At long range, using the Ethereal Crossbow in conjunction with Morph's Ovum (see the section on Artifacts) is a favored tactic.

Dragon's Claw

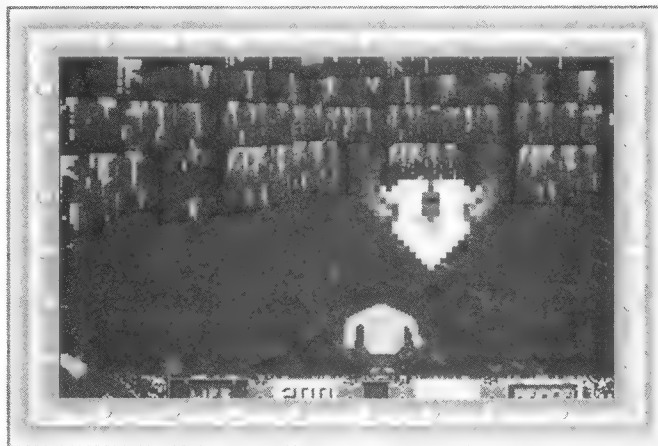
The Dragon's Claw can unleash a stream of blue missiles at your adversaries, each of which rends their flesh to the tune of 4 hitdice. When it's powered up, however, the Claw produces an awesome spectacle of magical mayhem. Each central missile strikes the target for 2 hitdice, but is surrounded by a stream of 8 "ripper chunks," each of which mauls the victim with 70 to 175 hitpoints per second as it rips through the target.



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Figure 2-15

The Dragon's Claw, as its name implies, is the weapon of choice against Weredragons. It has many other uses as well.



Hellstaff

Now you are one bad Sidhe! The Hellstaff fires red missiles at high speed and each of them inflicts 3 hitdice of damage. Enhanced with Tyketto's Tome of Power, however, your missiles inflict 10 hitdice of damage, and the area of your attack is coated with a dreadful red rain (like napalm), which inflicts 5 further hitdice of damage on all enemies within its range. Each drop of Red Rain does damage, so larger creatures or creatures that stay under the rain actually take more damage.

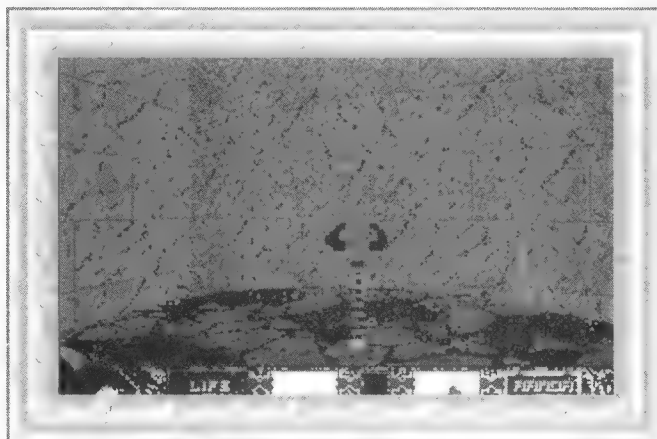


Figure 2-16

This demonic device will become your mainstay as you move deeper into the bowels of D'Sparil's kingdom.

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As you might expect, though, the world is not a perfect place. The areas of dripping doom that you create with the red rain will inflict only 1 to 8 hitpoints of damage on Maulotaur, D'Sparil, and his Beast. Also, when D'Sparil is hit by any effect of the powered-up Hellstaff, he has a 40% chance of teleporting away without taking any damage. Because of these limitations, you have to consider other alternatives in dealing with these enemies.

Phoenix Rod

The Phoenix Rod delivers an explosive charge that, if aimed correctly, will hit your victim with the full force of 20 hitdice. Those unlucky enough to be standing close to the intended recipient will still feel the blast effect to the tune of 128 hitpoints. In conjunction with a Tome of Power, the Phoenix Rod delivers 70 hitdice per second of sustained mayhem to those in its path. The flame thrower takes only one charge and lasts 10 seconds or until the player releases the fire button.

Because of this, the Phoenix Rod is the weapon of choice against the Maulotaur (despite the fact that he is only susceptible to direct hits and not to radius damage). Aim true, *Heretic!* Also, once again, when D'Sparil is hit by a Phoenix missile, he has a 40 percent chance of teleporting away without being damaged.

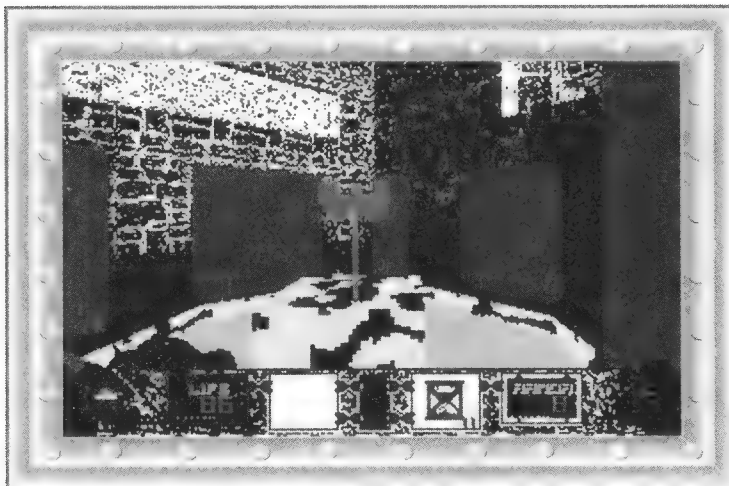


Figure 2-17

Filled with the power of the Sun, this magical weapon will help you show your enemies the light!



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Note: In DeathMatch mode, when another player is hit by the powered-up Phoenix Rod, his or her movement is frozen for a couple of seconds (which is usually long enough to induce death).

Fire Mace

As they say in another plane of existence, with which I'm familiar, it just don't get any better than this. The Fire Mace is a humbling weapon to face and an inspirational one to wield, but only in conjunction with a Tome of Power. In its normal state, the mace fires steel balls at your opponents. Most strike for 2 hitdice each, but 1 out of every 10 (on the average) strikes for 6 hitdice. Powered up, however, the Fire Mace releases a bouncing death ball that strikes for 10,000 hitpoints of damage. In other words, it will kill all non-boss creatures with a single shot. Also, the powered-up Mace projectile tracks a target, and will continue to do so until it hits a wall. and it can teleport (making it possible to kell yourself with your own Mace Sphere).

As you've learned, all good things have their downside. Unfortunately, the Fire Mace is no different. Rather than its normal effect, the Fire Mace bouncing death ball inflicts only 18 hitdice of damage on Maulotaurs, D'Sparil, and his Beast. This item appears in a random spot each time the level is loaded (if it appears at all on that level), so it is not possible to know where it will be.

Some weapons and items appear only in Episodes 2 and 3 (and in the commercial version of Episode 1 Multiplayer Mode). These are: the

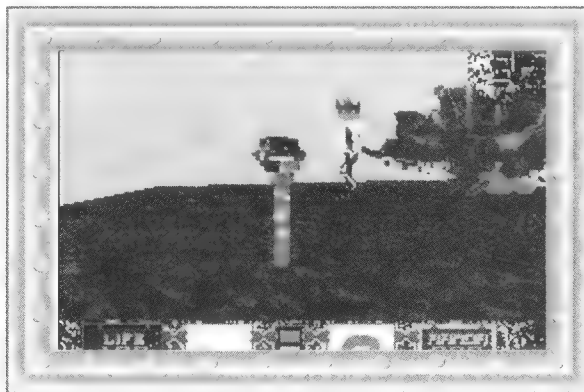


Figure 2-18

Thou shalt covet the Fire Mace—and use it well.

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Hellstaff, the Phoenix Rod, the Fire Mace, the Enchanted Shield, the Mystical Urn, and the Chaos Device.

The Artifacts

Despite the awesome power of some of the weaponry thou shalt find, all your efforts would be for naught were it not for artifacts. Seek out these powerful aids everywhere in the depths D'Sparil has wrought, for without them, thou art nothing more than a slice of bread, browned lightly on both sides over an open fire.



Figure 2-19 The staple of life! Vials are clear glass tubes that contain a healing elixir.

Vial

If your health is below 100%, picking up one of these vials will add 10 hitpoints to it. If you're already healthy, the item is left behind instead of being added to your inventory for later use.

Quartz Flask

Like vials, these elixirs are only helpful when your health drops below 100%. When consumed, they'll add 25 hitpoints to your ability to continue. Often this is barely enough. Unlike Crystal Vials, these can be stored in inventory for later use.



Figure 2-20 The purple liquid in these flasks is somewhat stronger than the blue bile in the vials. It tastes better, too!



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Mystic Urn

These artifacts (which are only available in the fully registered shareware version, or in later versions) will restore your spirit to full capacity. Even if you were down to your last hit-point, picking up one of these objects would immediately restore you to full health.

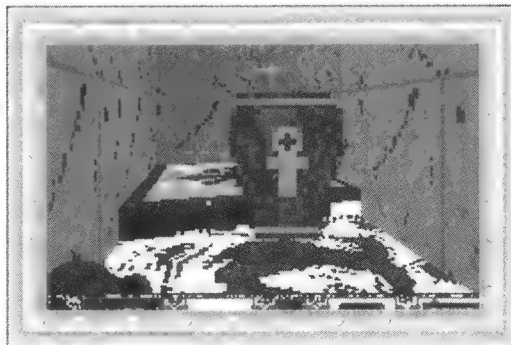


Figure 2-21 Finding a Mystic Urn when you're badly wounded is like receiving manna from heaven.

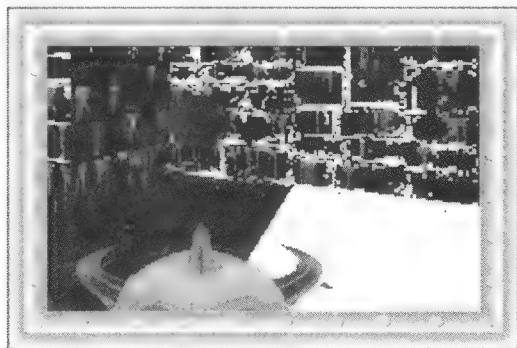


Figure 2-22 Shields protect you from enemy projectiles.

Shield

You'll find these artifacts resting untouched in the resting places of the Sidhe who preceded you. Take up their gift, receiving 100 points of armor protection in the process, and carry it forward to battle your shared enemies. It will help to know that enemy attacks will be partially absorbed by this protection.

Enchanted Shield

Enchanted Shields are much rarer than their normal counterparts, because only a few Sidhe Warriors were allowed by the Elders to carry them. It's sad to know that they've all passed away, but you can

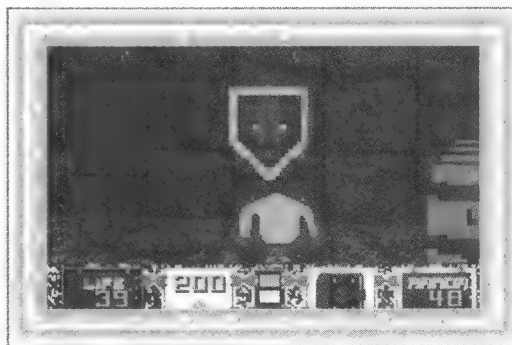


Figure 2-23 When you find this artifact, you enjoy the magical protection of the Elders.

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still find hope when you pick up their arms and continue the struggle. Each time you find an Enchanted Shield, your armor will increase to 200 hitpoints. Don't let this fact tempt you into overconfidence, but you'll still appreciate the extra security.

Torch

Torches are nothing special. They perform the service they were intended to perform. You're best advised to use them when ghosts may be present, because the extra illumination may reveal their shadowy presence.

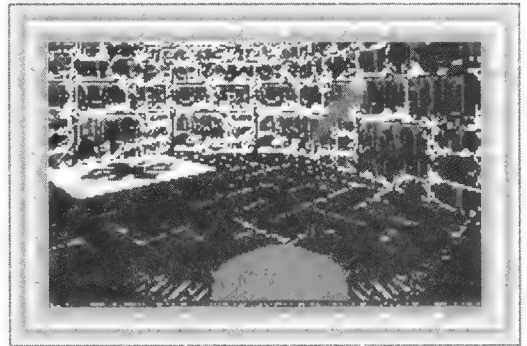


Figure 2-24 In times of darkness, a Torch can light the way.

Map Scroll

Look for the map scrolls for each level. Though they're not always present, when they can be found, they almost always contain valuable clues leading to hidden caches of artifacts. When you receive the map, the areas that you haven't yet explored are outlined in grey. Plan your trip well from this point on, because peril is everywhere.



Figure 2-25 The products of those less fortunate than you, map scrolls may help you avoid whatever was their undoing.



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Bag of Holding

Mystical Bags of Holding are yet another relic of our ancestors. If you're fortunate enough to find one of these artifacts, your total ammo capacity will be doubled for all weapons. You also receive one increment for each type of ammo. Bless your predecessors for creating these bags before your time of need.



Figure 2-26 *Lighten your load by searching for this valuable artifact.*

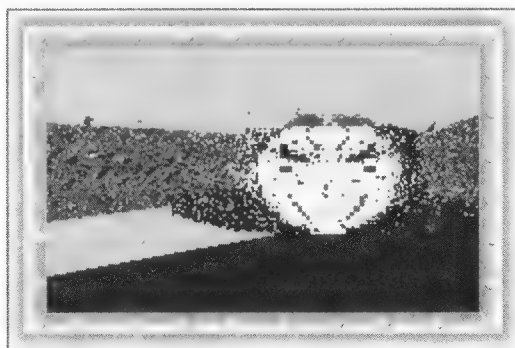


Figure 2-27 *With one of these relics, you can see without being seen.*

Tyketto's Tome of Power

Like all the artifacts except vials, and shields, Tyketto's Tome of Power will go into your inventory for use when the time is right, instead of

Shadowsphere

These artifacts of unknown origin allow the user to become temporarily invisible—or nearly so, since there's still a small chance that your presence will be detected. During this period of ghostlike stealth, you're impervious to manmade weapons, but your presence will certainly be known if you attack.

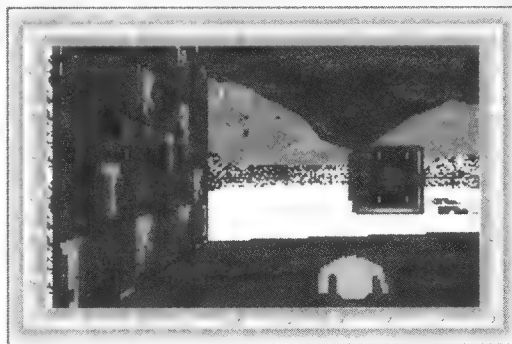


Figure 2-28 *All hail Tyketto—the quest of the Heretic would be impossible without him!*

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immediately, as was the case on other planes of existence (that is, in *Doom* and *DOOM II*). When you invoke this item from the inventory, it temporarily increases the power of all your weaponry. These sealed Tomes are rare, but they're vital to your quest, so use them wisely.

Valador's Ring of Invulnerability

Once found, these rings are placed in your inventory for use at a convenient moment. These moments descend on you frequently, much more frequently than you'd like given the short supply of rings to begin with. When you slip this ring onto your finger, it provides a brief period of invulnerability against all forms of attack. Unfortunately, when this period ends, the ring dissolves into nothingness and is lost forever.



Figure 2-29 Once you've discovered one of these rings, guard it well, because their power doesn't last long.

Inhülicon's Wings of Wrath

Once you pick them up, these Wings are placed in your inventory for use whenever you think it's appropriate. Temporary flight is granted during the period when the Wings are active, and you have full control over the altitude and direction of your flight. Unfortunately, though you can land at any time during the period of their effect, the artifact remains active even while you're on the ground, expiring normally when the time elapses. The Wings will appear in the upper corner of the screen while this item is active.

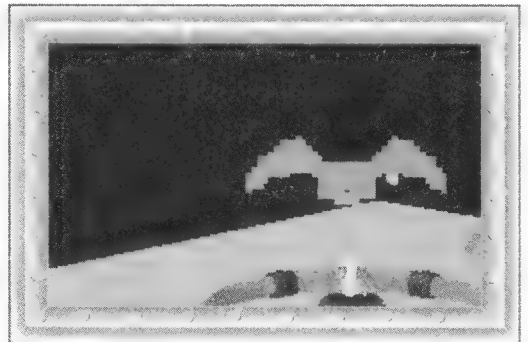


Figure 2-30 With these in place, Heretics can take to the air to smite the enemy in new and exciting ways!



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Darchala's Chaos Device

Darchala's Chaos Device will immediately teleport you to the beginning of the current level. This may be helpful if you've stumbled into a room full of danger, or if you're trying to find an exit that's near your entrance, but that's not always the case. In some instances, you have no desire to backtrack, and the inadvertent use of this relic could well finish you off.

Note: In DeathMatch mode, use of this artifact will send you to a random starting location.

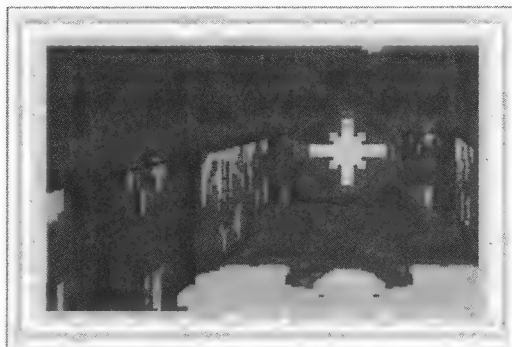


Figure 2-31 As you may have deduced from the use of the word chaos in the title, this item can be either very helpful or a tremendous hindrance, depending on when it's used.

Torpol's Morph Ovum

History has failed to record who Torpol was, or what his mental state might have been at the time he dreamed up this device. Nevertheless,

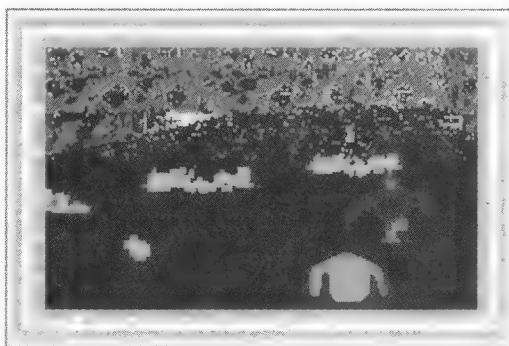
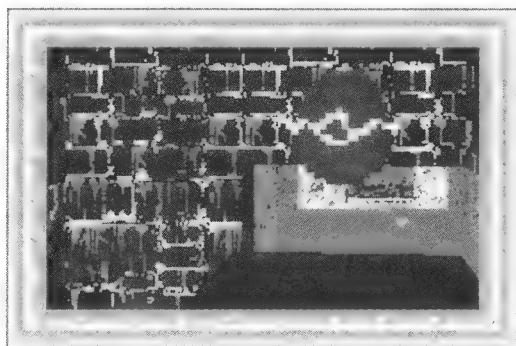


Figure 2-32 The creation of a diabolical mind. When employed, this foul device morphs your victim into a chicken!

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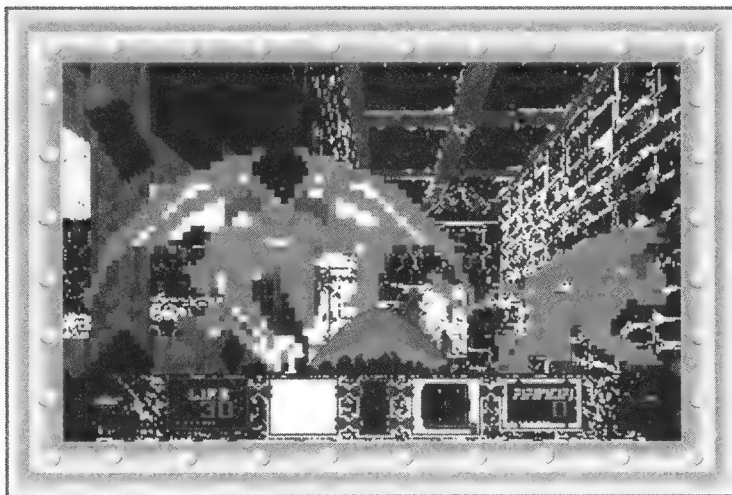


Figure 2-33

If you're unlucky enough to be struck with Torpol's Morph Ovum during DeathMatch play, thy only alternative is to try to peck your enemies to death. Never give up!

despite its questionable beginnings, it has proven quite useful through the ages. When invoked from your inventory, this relic will be loaded into the currently active weapon and fired at your enemies. Whoever is struck by this putrid object, whether man or beast, is transformed into a chicken. The effect also wears off after time, so monsters or players eventually return to normal if not killed.

Because the Ethereal Crossbow fires multiple shots even when not powered up, it's the weapon of choice to use in conjunction with a Morph Ovum. In this way, it's often possible to reduce up to three fearsome foes to Grade B poultry. Ghost monsters (including phased Disciples) who are turned to chickens remain invisible.

Note: In DeathMatch mode the Morph Ovum doesn't hurt you.

If you are turned into a chicken and have items in your inventory, you can still use them. Thus, it is possible to have a flying, invisible, invulnerable chicken dropping bombs on you. And if the chicken also has an Ovum in their inventory, they might turn you into a chicken, too! Even more weird: if a player (and only a player) is hit by more than one egg, they become a Super Chicken. They are faster, attack better, and do more damage. So, if you egg someone, only do it once.



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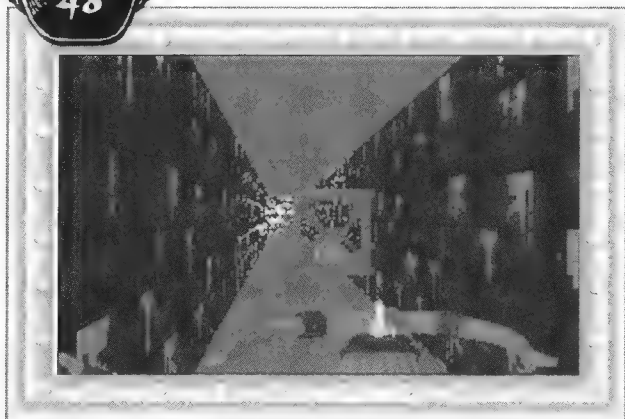


Figure 2-34 *These rare devices are deadly in the hands of an expert, and certain death in those of an amateur.*

Delmíntalitar's Time Bomb of the Ancients

Again, history provides no clues as to who Delmíntalitar might have been, but you can reliably deduce that he was a man with a short fuse. When invoked from inventory, this device drops a transparent bomb that explodes after 1 second. Oh, yes, it will hurt you if you don't run away. And because you can run only so fast, these mechanisms are best used in conjunction with Inhilicon's Wings of Wrath to rain death on your enemies from above.

Errata

The player can carry one of each item to the next level, with the exception of the Wings which he cannot take at all. If he has more than one of an item, all but one are stripped from his inventory. Also, having an item in inventory, or having an item selected does not mean it is automatically used.

Now, dear brothers, as thy training nearest its end, I find I have omitted mention of two things. First, you will find numerous Gas Pods in your travels. These harmless-looking creatures will explode when you fire upon them, to devastating effect for all in the vicinity, including yourselves. Destroy them only from a distance, but know ye that they may also be moved to locations according to your preference by simply pushing them in front of ye.

D'Sparil has planned many other tricks and traps for ye as well. Lest you be caught unawares, many pools of dangerous liquids flow through his halls. Likewise, ceilings may descend upon ye without a moment's notice. He may also call upon the wind and the waters to push ye into

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places you wish to avoid, or call up ice under your feet to send ye sliding into the clutches of your enemies. Remember, you have been warned!

Heretic Cheat Codes

Like its predecessors, *Heretic* contains a number of hidden cheat codes that allow players of varying skill levels to complete the game without experiencing an undue level of frustration. These codes are duplicated here for those players who wish to use them. Those who find the use of cheats demeaning to their abilities may feel free to rip out this page and burn it.

Here are some rescue/cures from artifacts or attacks in DeathMatch mode. The Tome of Power negates the Morph Ovum. If the Ring is active, the Ovum does not even affect you. If you have a Chaos Device in inventory (even if it isn't selected) and you get hit by the powered-up Mace, instead of instant death you only lose half your HP and you get randomly teleported away (you lose the Chaos Device of course).

Codes

Screen Capture

Quicken

Ravmap

EngageEM

Rambo

Kitty

Skel

Noise

Shazam

Massacre

Ponce

Cockadoodledoo

Ticker

Effects

Heretic -ravpic

God Mode

All map

Warp to different level where E is the Episode and M is the Mission

All weapons

No clipping

All keys

Sound debugging

Toggle power mode (uses tome of power)

Kill all monsters on level

100% health

Toggles chicken mode

Display tick rate



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Extra Items

Gimme [A-J = item] [1-9 = amount]

(z0 gives you 5 of everything)

A = Ring of Invulnerability

B = Shadowsphere (invisibility)

C = Quartz Flask

D = Mystic Urn

E = Tome of Power

F = Torch

G = Firebomb

H = Morph Ovum

I = Wings of Wrath

J = Chaos Device (registered only)

For example,

gimmee3 = 3 Tomes of Power

or

gimmei5 = 5 Wings of Wrath

Cheats like engage and gimme have no spaces between the cheat and its parameters (i.e., engage11, not engage 11). Ravmap only works when the automap is on-screen. It has three settings: the first entry shows Allmap; The second entry shows Allmap and all inworld objects (monsters, projectiles, and etc. all look the same); the third entry toggles Allmap off. Rambo also adds 200 armor (even in Episode 1 and the shareware version). Kitty, Quicken, Shazam, and Ticker are toggle cheats. There is a limit of 16 per item type in inventory. The Urn also is Registered version only.

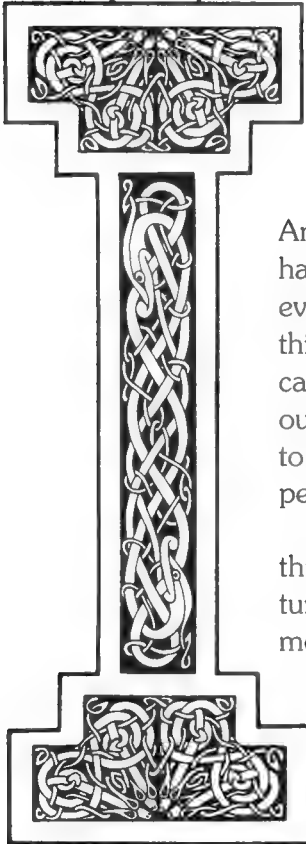
The Final Girding

Thou hast listened well and wisely. Many thanks for thy patience through a long and exhausting tale. Thy path lies before thee, and the manner in which I may guide thee must change. Go forward now, young Heretic, and meet thy destiny!



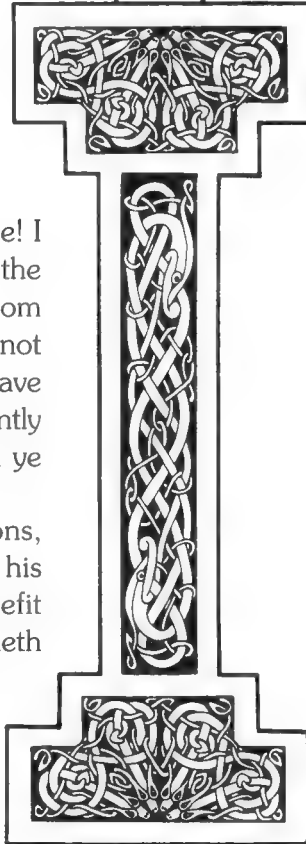
3

City of the Damned



And now, brothers, your time of reckoning has come! I have shown ye the ways of the world, as well as the evils that inhabit it. The burden is yours to bear from this point forward. I can show ye the way, but I cannot carry ye there. Let your eyes see clearly the path I have outlined. Follow my words closely and refer frequently to the maps I have given ye. Only in this way shall ye persevere!

This much you should also know: In my visions, three wise Heretics have spoken to me, each in his turn. Their experiences differed, but ye shall benefit most from this diversity. Therefore, when it seemeth





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that the tongue in which I speak has changed, fear not for my safety; at such moments I am but a conduit, through which all of their wisdom is passed freely.

Note: All solutions are based on the “Thou Art a Smite-Meister” level of difficulty for the registered shareware version of *Heretic*. Please be aware that the order of numbering for the levels in this version of the game is not sequential, though the order of the level names listed in this guide is. In other words, the correct sequence of missions for each episode is as follows:

Episode One: 1–6, then 9, 7, and 8.

Episode Two: 1–4, then 5 or 9. If you choose 9, the sequence is 5 through 8. If you choose 5, then the levels are sequential through 8, and you do not go to 9.

Episode Three: 1–4, then 5 or 9. If you choose 9, the sequence is 5 through 8. If you choose 5, then the levels are sequential through 8, and you do not go to 9.

If the final commercial version of the game corrects these sequencing errors, a revised edition of this work will be issued.

Mission 1: The Docks

Thou startest facing north in a large rectangular room with six pillars in the middle. To the north is a door opening onto a lake. There will be two Gargoyles behind pillars to thy left. Move to the northeast corner of the room and fire upon them. This will attract the Gargoyles who are outside by the lake, so, once the first two are dead, face the door and dispatch the rest as they arrive through it. Move to the doorway and smite any remaining Gargoyles outside before thou goest through the door.

To thy right will be a walkway running along the outside wall. This leads to a small room on the north side of the lake. Follow the walkway to the room and kill the two Gargoyles thou findest inside. Enter the room and activate the switch on the north wall. This lowers a platform beside the switch, revealing the Yellow Key. Leave the room, collect all the loot thou

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seest lying around the lake, then return to the room where ye started.

At the south end of the east wall, thou wilt find a secret door. Behind this door is a Gargoyle guarding a shield. Kill the Gargoyle and get the shield. Go back through the secret door. Approach the west wall and open the Yellow Door.

On the other side is a landing with openings at the tops of the north and south walls. Thou wilt also see a stairway running down and to the west. There will be a Golem on the landing and another coming up the stairs behind him. Kill them both without leaving the shelter of the doorway. Next, step quickly onto the landing and immediately back into the doorway. This will attract the Gargoyle that is lurking in the opening at the top of the south wall. When he appears, dispatch him quickly and proceed down the stairs.

At the bottom will be another landing with a door in the west wall, a door in the south wall, and two Golems. Kill the Golems and pass through the door in the west wall. There will be a hall running north and a door in the corner right in front of thee. Open the door and back up. Inside will be two Golems. After killing them, enter the room and grab the Gauntlets of the Necromancer. Go back out the door and proceed down the hall to the north.

There will be four doors in the hall, two on the east side and two more on the west side. Both of the eastern doors open onto the same room, which contains two Golems, two crystal vials, and three wand crystals. The western doors both lead into a room in which thou wilt find three crystal vials, three wand crystals, and three Gargoyles. If thou hast need of supplies, here is thy chance.

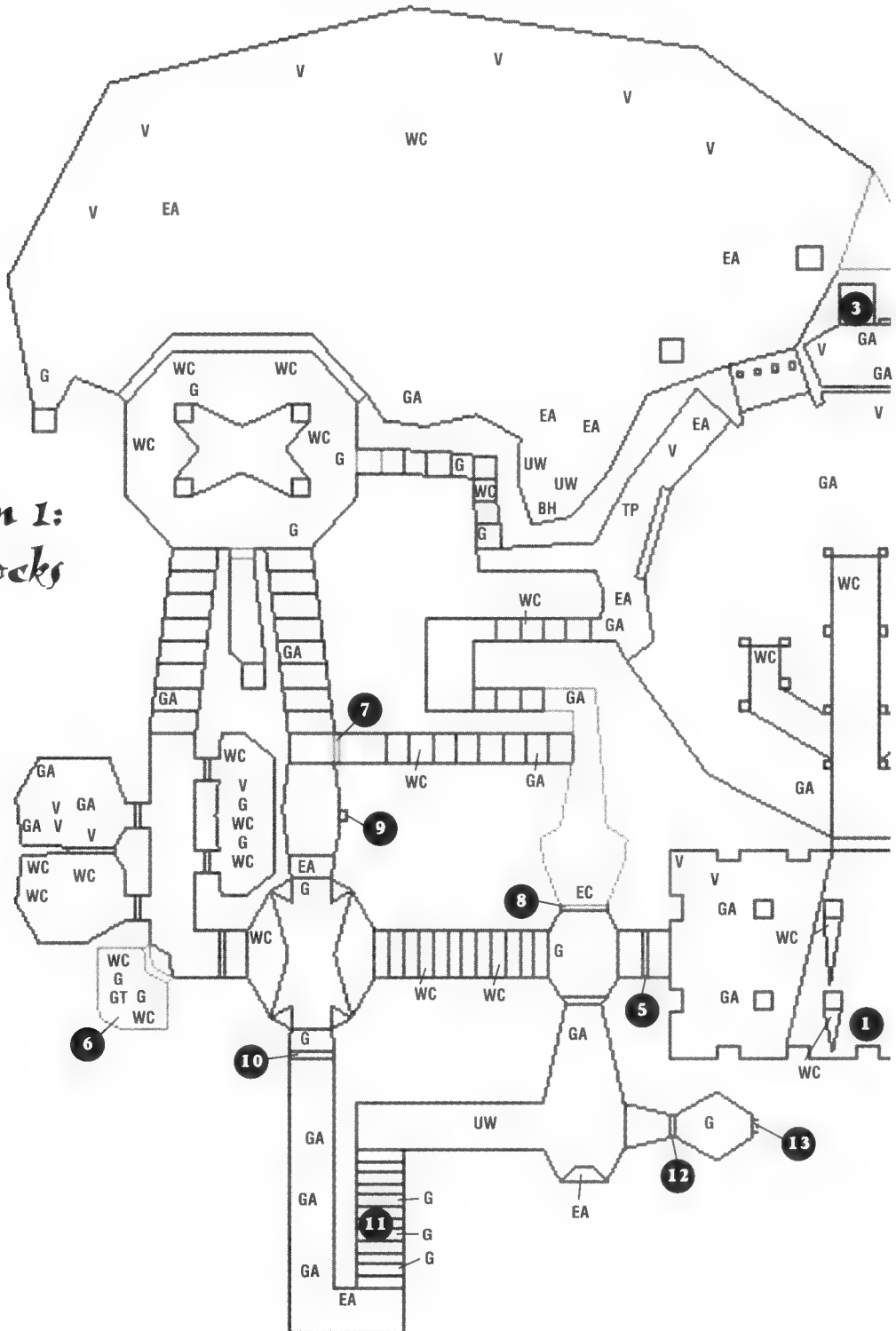
Run to the north end of the hall and out to the far side of the room beyond, then immediately back up into the hall. The room is octagonal, with four pillars in the middle. Running in and out will attract the attention of the three Gargoyles lurking behind the pillars and they will follow thee into the hall, where they will be easier targets.

Once they are dead, go back to the end of the hall and turn right. Thou wilt see a set of stairs running up and to the south. Kill the Gargoyle in the stairway, then collect the treasures lying about the room. Go up the stairs. At the top, a hallway continues to the south. Here thou wilt find a secret door on the east wall. This will cost thee some time, but

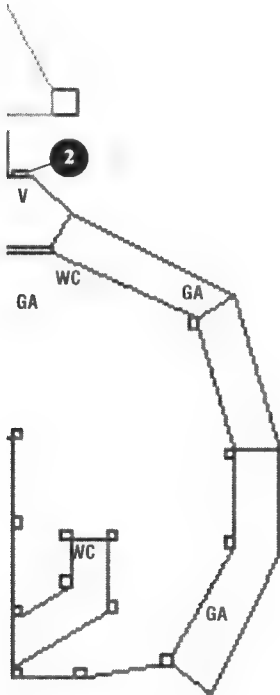


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Mission 1: The Docks



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Items and Artifacts

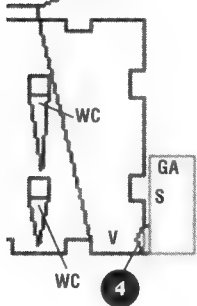
BH	Bag of Holding
QF	Quartz Flask
S	Shield
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

EA	Ethereal Arrows
EC	Ethereal Crossbow
GT	Gauntlets
WC	Wand Crystals

Monsters

GA	Gargoyle
G	Golem
UW	Undead Warrior



The Heretic's Path

- 1 Start
- 2 Switch lowers 3
- 3 Platform with Yellow Key
- 4 Secret Door
- 5 Yellow Door
- 6 Gauntlets
- 7 Secret Door
- 8 Ethereal Arrows
- 9 Switch lowers 10
- 10 Secret panel
- 11 Staircase, forms when stepped on
- 12 Exit Door
- 13 Exit Switch



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will gain thee some artifacts. Open the door and thou wilt see another stairway, leading upward to the east. At the top of the stairs, thou wilt see a Gargoyle. Kill him and proceed up the stairs. At the top, turn left and kill the Gargoyle that will be directly in front of thee. Turn around and pick up the crossbow in the hall to the south. Turn north again and follow the hallway; it will make a few turns and will eventually open onto a ledge overlooking the lake. A Tome of Power and some other artifacts are there for the taking.

Thou wilt also notice that there is another hall leading from the ledge. Ignore this. The only things in it are two Golems and there is no sense wasting ammo. Leave the ledge the way thou camest and follow the hall back through the secret door. Once through the door, turn south. Here thou wilt see a switch in the east wall. A few feet away is the end of the hall. It will drop off into another hallway. On the other side, thou wilt see a door. Activate the switch and drop off the end of the hall. The switch will have caused the door ye saw from above to rise, revealing a hall running to the south. The switch also opens the teleport door in the octagon room, which leads to the outside.

In the hall will be three Gargoyles. Kill them and proceed down the hall. The hall will make a U-turn back to the north, and here thou wilt encounter three Golems. After killing them, thou wilt notice that the hall appears to reach a dead end. Move to the end of the hall and draw out thy crossbow. The floor will begin to rise, forming a stairway. The end on which thou standest will be the top. When it is fully extended, face east and side-step into the hall that has just been formed.

The hall runs to the east; in the middle of it is an Undead Warrior. Open fire on him, using the corner for cover. When thou hast eliminated him, proceed to the end of the hall. Here thou wilt find the hall turns north again. In front of thee will be the exit door. Open it, but be careful of the Golem inside. Dispatch him, then enter the room and activate the switch.

Mission 2: The Dungeons

Thou startest facing southwest on a second-floor landing in a semi-round building with stairs curving down on both thy right and thy left. Slap an

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arrow into thy crossbow and head down the stairs to thy left. About halfway down, thou wilt encounter two Golems. Behind them, at the bottom of the stairs, thou wilt see two more Golems, an Undead Warrior, and a Gargoyle. Kill all of them from where thou standest, using the curve of the wall for cover. Once thou hast sent them to the infernal regions, move to the bottom of the stairs. At the bottom, thou wilt find thyself on a covered landing, whose northeast side is open. From here thou wilt see a Golem headed toward thee from an alcove to the northeast. Thou wilt see that the building thou art in stands in the middle of a courtyard surrounded by a two-story wall. Step through the opening and face north. Thou wilt see that there is a ledge near the top of the outside wall, with two Gargoyles on it. Quickly dispatch these annoyances and proceed around the building to the south.

In the southeast corner, thou wilt see three Gargoyles. After thou hast killed them, circle the courtyard and pick up any artifacts that may be lying about. When thou reachest the northwest corner, thou wilt see a Gargoyle coming at thee from a ledge on the perimeter wall. While circling the courtyard, thou wilt see a Yellow Door in the southwest corner and a Green Door in the northeast corner. Head back to the southeast corner, where thou wilt see a large wooden door. Open the door and step back.

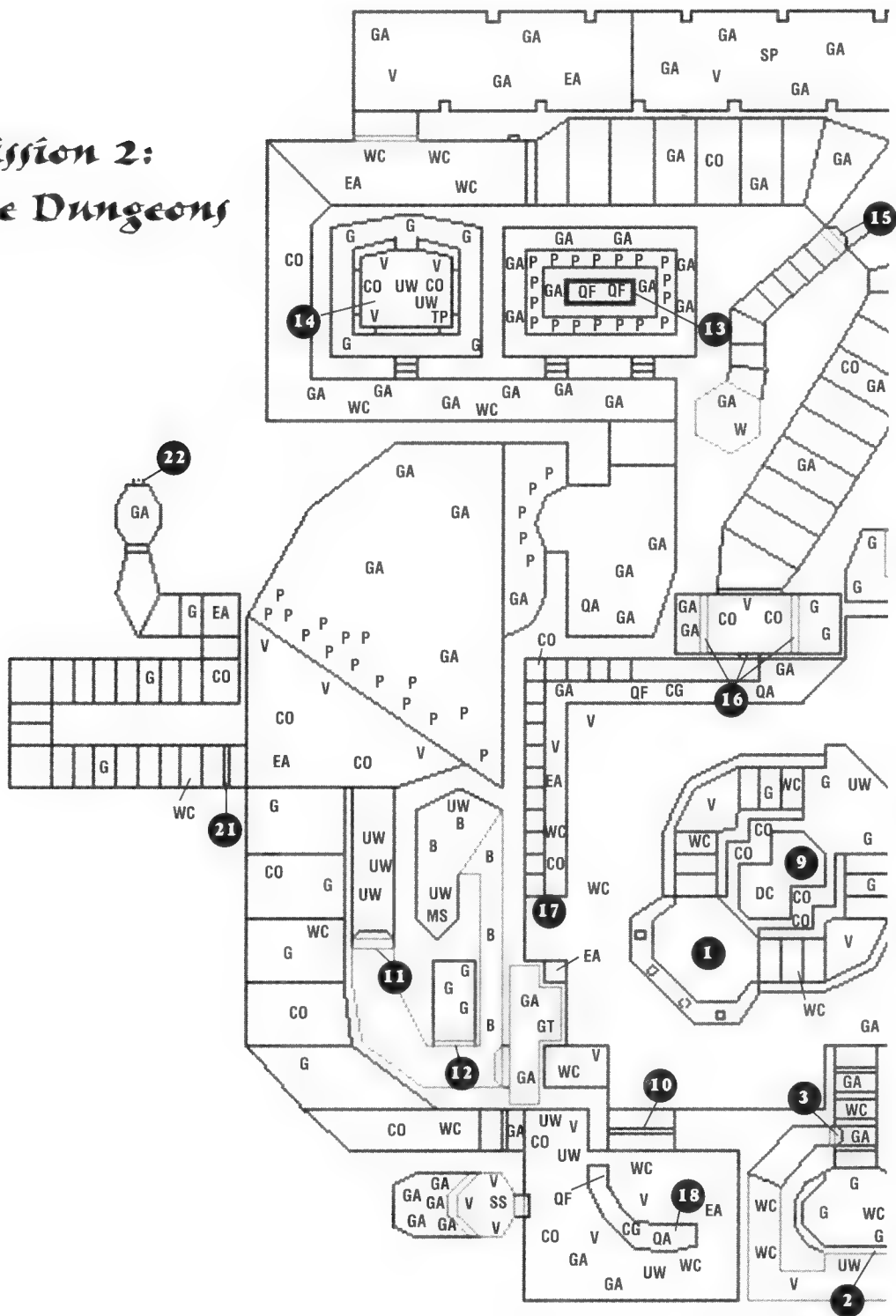
Behind the door will be a Gargoyle and another wooden door. Kill the Gargoyle and open the second door. Here thou wilt find a Wand Crystal and a third door. Behind this door is another Gargoyle and a fourth door. Open the fourth door and retreat to the entrance. Behind the fourth door thou wilt see three Golems in a small room. Using the entrance for cover, kill the Golems, but be careful. The south wall of the room the Golems are in is an illusion. Behind it are three Undead Warriors throwing axes at thee and at the Golems. Once the Golems are dead, there are two ways to approach this problem.

First, thou canst wait until they have ceased throwing axes, then bolt down the hall into the room at the end, then immediately up the stairs located in the east wall. Thy second option is to charge down the hall and open the secret door that is between the third and fourth doors in the west wall. This will open onto a hall that curves around to the platform behind the illusory wall. Using corners for cover, thou canst

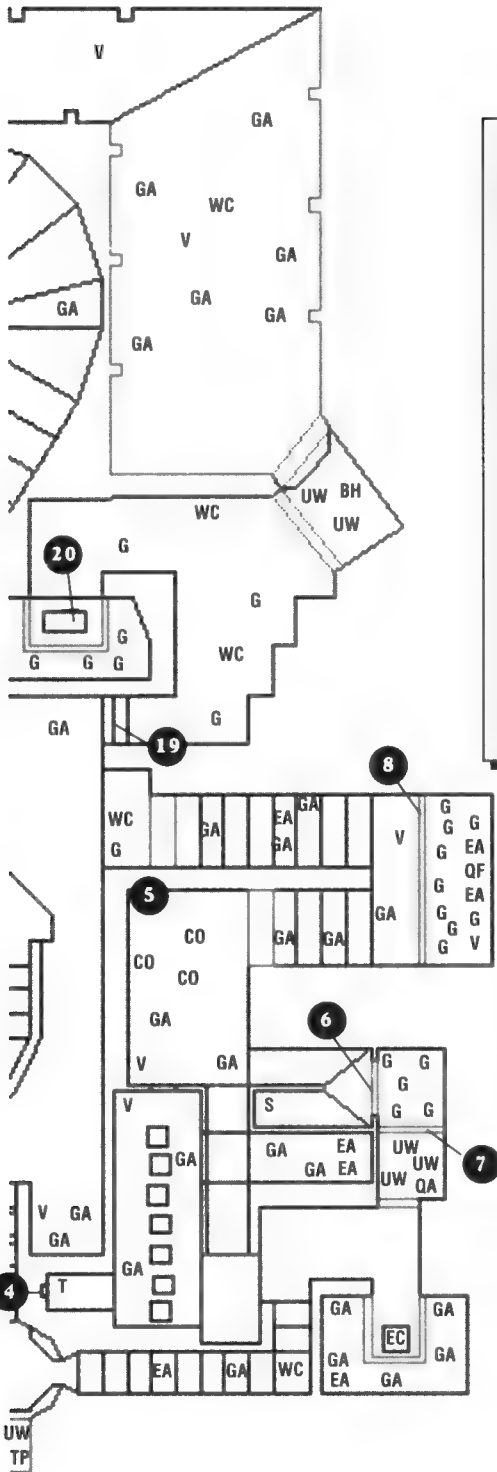


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Mission 2: The Dungeons



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Items and Artifacts

BH	Bag of Holding
B	Delminalita's Time Bomb of the Ancients
W	Inhilicon's Wings of Wrath
MS	Map Scroll
QF	Quartz Flask
SS	Shadowsphere
S	Shield
T	Torch
TP	Tyketto's Tome of Power
I	Valabor's Ring of Invulnerability
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EA	Etheral Arrow
EO	Energy Orb
EC	Ethereal Crossbow
P	Gas Pod
GT	Gauntlets
PS	Pile of Mace Spheres
QA	Quiver of Etheral Arrows
WC	Wand Crystals

Monsters

GA	Gargoyle
G	Golem
UW	Undead Warrior

The Heretic's Path

1	Start	13	Crusher
2	Illusionary Wall	14	Green Key
3	Secret Door	15	Secret Door
4	Switch	16	Secret Doors
5	Yellow Key	17	Section of wall, lowers as you do downstairs
6	Secret Door	18	Lowers same time as 17
7	Secret Door	19	Green Door
8	Secret Door	20	Blue Key
9	Crusher	21	Blue Door
10	Yellow Door	22	Exit
11	Secret Door		
12	Secret Door		



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dispatch the Undead Warriors and gain a Tome of Power for thine effort.

Step through the opening and down into the room in which the Golem were, then up the steps in the east wall. Halfway up the stairs, thou wilt encounter a Gargoyle. After killing him, continue up the stairs, which turn north before emptying out into a small dark chamber with an opening in the west wall. Go through the opening, face north, and kill the Gargoyle hovering there.

Thou wilt be in a hall running north to south, with another opening across from the one thou hast entered by. Go through this opening and face north again. Thou wilt be in a rectangular room with a row of columns running down the center. There will be two Gargoyles in front of thee, facing a window. Kill these mutated bats and move to the window they were facing.

Through this window thou wilt see an alcove with two more Gargoyles. Kill them from here, and move to the north end of this room. Go around the pillars and head toward the south end of the room. Kill the Gargoyle that is in thy path. Thou wilt see an alcove in the east wall. In the alcove is a Torch and a switch. Activate the switch and go back out through the door of this room.

Thou wilt be back in the hall running north. Go to the end of this hall, where thou wilt find a room with several barrels in it. This room also holds the Yellow Key. Thou wilt see two openings, one at each end of the east wall. Run to the northern opening, then back up. This will draw out the three Gargoyles hiding there for thy shooting pleasure. Once they are history, grab the Yellow Key. If thou desirest to leave an even more memorable impression on thine enemies, enter the opening at the southern end of the east wall. Thou wilt find thyself in a short hall that turns east, then south, then west.

When thou reachest the section that runs to the west, face the wall to the east and back up. The east wall will rise, releasing five Golems. Act without mercy, then enter the room where the Golem were and back out quickly. This will cause the south wall of this room to lower, revealing another small room with three Undead Warriors inside. Kill them and go back to the room where ye found the Yellow Key.

Now go through the opening in the north end of the east wall. Here thou wilt be on a descending staircase. Head down the stairs to the land-

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ing. Once thou reachest the landing, its east wall will lower, releasing nine Golems. Back up the stairs, firing at the Golem until they revert to the clay from which they were made, then return back down the stairs. The stairs will turn back west and continue down, to a place where thou wilt encounter three more Gargoyles.

There will be a wall at the bottom of the stairs; it will rise as thou comest near. At the bottom of the stairs, thou wilt find thyself back in the courtyard. To the southwest, thou wilt see the opening through which ye left the building ye started in. Through the opening, thou wilt see a room in which a section of stone in the middle is rising and descending. Beneath the stone, thou canst see a Dragon's Claw, and around the edges four Claw Crystals. With a little careful timing, thou canst run in and grab some items, then back out. Repeat this until thou hast collected all the items.

Now head for the Yellow Door. Open the door and thou wilt see a room with a wall running from the right side of the door, curving left into the room. Just inside the door to thy right is a break in the wall. Position thyself in front of the break and wait for an Undead Warrior to pass by it on the other side, then open fire. Using the wall for cover, kill both of the Warriors that will appear in turn, but be watchful for a couple of Gargoyles lurking above thee. When thou hearest them, back through the Yellow Door and blast them, then return to the opening.

Once both of the Warriors are dead, go through the opening and turn left. Follow the wall till thou seest the back of a third Undead Warrior. Shoot him in the back. Remember, he would do the same to thee. Gather up all the artifacts on the floor and go through the door in the northwest corner of the room.

Thou wilt now be in a hall that runs west a few feet, then curves to the north. Proceed down the hall, killing the four Golems thou meetest along the way. At the end, thou wilt see a Blue Door on thy left and a large pool of lava with Gas Pods floating above it. Hiding among the Gas Pods will be five Gargoyles. If thou canst hit the Gas Pods, this will dispatch most of the Gargoyles. If not, back up the hall and let them come to thee.

After thou hast taken care of them, return to the end of the hall. On the other side of the hall's east wall will be another hall, running south. In



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this hall will be three Undead Warriors. Using the entrance for cover to avoid their spinning axes, sidestep back and forth and drain the life from their bones.

Once they are dead, go to the end of the hall. Here thou wilt find a secret door, which, after being opened, reveals another hall. This hall runs south, then curves back to the north. Along this section thou wilt find three of Delminalitar's Time Bombs of the Ancients. At the end, the hall turns back to the south. Here thou wilt find two more Undead Warriors, two more Time Bombs, and a Map Scroll. Get the artifacts and pass back out of the hall. Where the hall curves, thou wilt find that a secret door has opened, releasing three Golems. Blast these creatures and leave the hall.

Face the lava pool and blast one of the Gas Pods. This will cause a chain reaction, destroying most of the pods. Thou wilt now be able to see, in the northeast corner, a doorway with Gas Pods blocking it. Fire on them to get them out of the way, then charge across the lava and through the doorway.

As soon as thou hast finished, face south and kill the three Gargoyles who were waiting to ambush thee. Thou wilt see a doorway in the north wall. Carefully head for this doorway, keeping an eye out for Gargoyles. This is one end of a hall running east to west. In this hall will be six Gargoyles. After thou hast cleared the hall, check thy health. Thou wilt see three doors in the north wall. If thy health is not sufficient, open either of the first two doors. They are both for the same room, which contains a bunch of Gas Pods and six Gargoyles. Open fire into the room and thou wilt soon hit a Gas Pod, causing a chain reaction that will kill all the Gargoyles. Now thou mayest enter. In the center of the room, thou wilt see two quartz flasks, resting in a pool of lava. Thou wilt also notice that a section of ceiling above them is rising. Move to the east or west side of the pool and position thyself so that both of the Flasks are directly in front of thee. Run across the pool, grabbing both flasks, but be quick, because the ceiling will lower again and try to crush thee.

Now return to the hall and head west. Go to the third door and open it. Inside, thou wilt see a room inside a room. The inner room has large windows on all sides and two Undead Warriors inside it. Using the doorway for cover, kill both of them. Once they are dead, step into and out of

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the room. This will attract the Golems that are on each side of the door to follow thee, and thou canst pick them off. Enter the room and walk around the inner room. There will be two more Golems behind it, guarding the door. After thou hast killed them, enter the inner room. Here thou wilt find the Green Key, a Tome of Power, and other useful artifacts. Grab the treasures, return to the hall, and continue west.

The hall will turn north, then east, and then will dead-end. Here thou wilt find a switch that will raise the east wall, revealing a staircase curving up and around to the southeast. Along this hall, thou wilt encounter six Gargoyles that must die at thy hands. Where the hall curves, on the inside wall, thou wilt find a secret door. Behind this door is a descending staircase, at the bottom of which are Wings of Wrath, guarded by a Gargoyle. Grab the Wings and go back out through the door.

Proceed to the end of the hall, where thou wilt see some artifacts and doors in both the east and west walls. Entering this area will cause both doors to open, releasing three Golems from the east and two Gargoyles from the west. Back up and kill all of them. Collect everything and move to the center of the south wall, where thou wilt find a secret door. Go through the door and thou wilt find thyself at the end of a second-story walkway overlooking the courtyard. Around the walkway is a short wall, on top of which are some artifacts that thou canst not reach. Head west along the walkway; it will turn into a stairway going down to the south. Thou wilt see that the bottom appears to be blocked by a high wall, but at thine approach, the wall will lower. Get on top of the wall and ride it back up. Thou wilt now be on the wall where all the artifacts were. Follow it back to the secret door, collecting artifacts all the way. Jump back down to the walkway and return to the bottom of the stairs.

Once the wall has lowered, run to the Yellow Door. The wall ye used for cover before will have temporarily lowered and thou canst get on top to retrieve even more artifacts. After collecting them, jump off the wall and go to the Green Door. Open the door and go through it.

Thou wilt be in a hall heading east, with a Golem in front of thee. Kill him and continue down the hall; it will turn north. Here thou wilt encounter another Golem. The hall then turns west and there will be a third Golem. Finally the hall turns south; at the end, thou wilt be able to see the Blue Key. Before thou takest it, however, be forewarned! This



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action will cause the lights to go out and three secret doors to open into the hall, releasing six Golems and two Undead Warriors. Thy best choice is to bravely flee back to the Green Door and get out.

Behind one of the secret doors is a Bag of Holding. If thou desirest it, open the door again and wait outside until the Undead Warriors come out and thou killest them. Now thou canst run back in and grab the bag. Thou canst either stay and kill the Golem or go ahead and head for the Blue Door. Once at the Blue Door, open it and kill the Golem thou wilt see on the descending staircase. Head down the stairs. The stairs will turn north then east, where thou wilt find another Golem. Then the stairs will turn again and thou wilt find a third Golem. The hall will now turn west, then north again, where thou wilt see the Exit Switch, guarded by a Gargoyle. Kill the Gargoyle and activate the switch.

Mission 3: The Gatehouse

Thou startest standing on a small stage in the middle of a large open courtyard, with high castle walls surrounding it, and an open passage to a similar area to the south. Go south and dispatch the waiting horde of Gargoyles in the next room, then collect all the artifacts in both rooms before moving on. Open the left/east door leading southward, kill the Gargoyle directly behind it, and head left/east to a long hallway stretching south with several Golems and Gargoyles guarding it.

At the end of this hall is a small room with barrels in it and two windows on the west wall, through which more Gargoyles may emerge. Take this opportunity to kill them easily through the openings, grab the Torch behind the barrels, and head back the way thou camest. Keep going west, taking note of the shield and trigger on the south/left, which are currently blocked, and continue down some stairs to a door. Prepare to face about 10 Gargoyles in the next room.

Inside, a long chamber contains five small platforms that lower briefly each time thou enterest the threshold of the room from any exit, so run quickly to the artifacts on these before they rise. Since the yellow and Green Doors here are currently locked, choose the normal door in the northeast corner of the room. Behind it are several waiting Golems in a

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large room, guarding a quartz vial. When the vial is taken, it lowers the entire north wall behind it, releasing six Gargoyles. Kill them and clean up before entering the next room to the southwest. In the next area is a group of Golems in a smaller room, and around the corner is a small adjoining closet containing a crossbow, but taking it releases six more Golems outside.

Farther southeast, near some barrels, prepare for a nasty fight with Golems and Undead Warriors for the Yellow Key and a Shadowsphere. If thou hast a Tome of Power, this may be a good time to use it, since two more will be available later. Northward is a long, dark chamber stretching east, containing a Shadowsphere; taking it opens the east wall behind it, releasing two more Warriors. Around to the south is a square chamber containing the Yellow Key, and a window on the east wall reveals a water-covered area with several Undead Warriors milling around and occasionally throwing axes at thee.

When thou takest the key, the south wall just outside the room to the west will open, releasing even more Undead Warriors, so avoid the enemies outside the window until the more immediate danger is resolved. After cleaning up, go all the way back through the platform chamber toward the starting area, where the aforementioned shield and trigger will now be accessible.

Option One

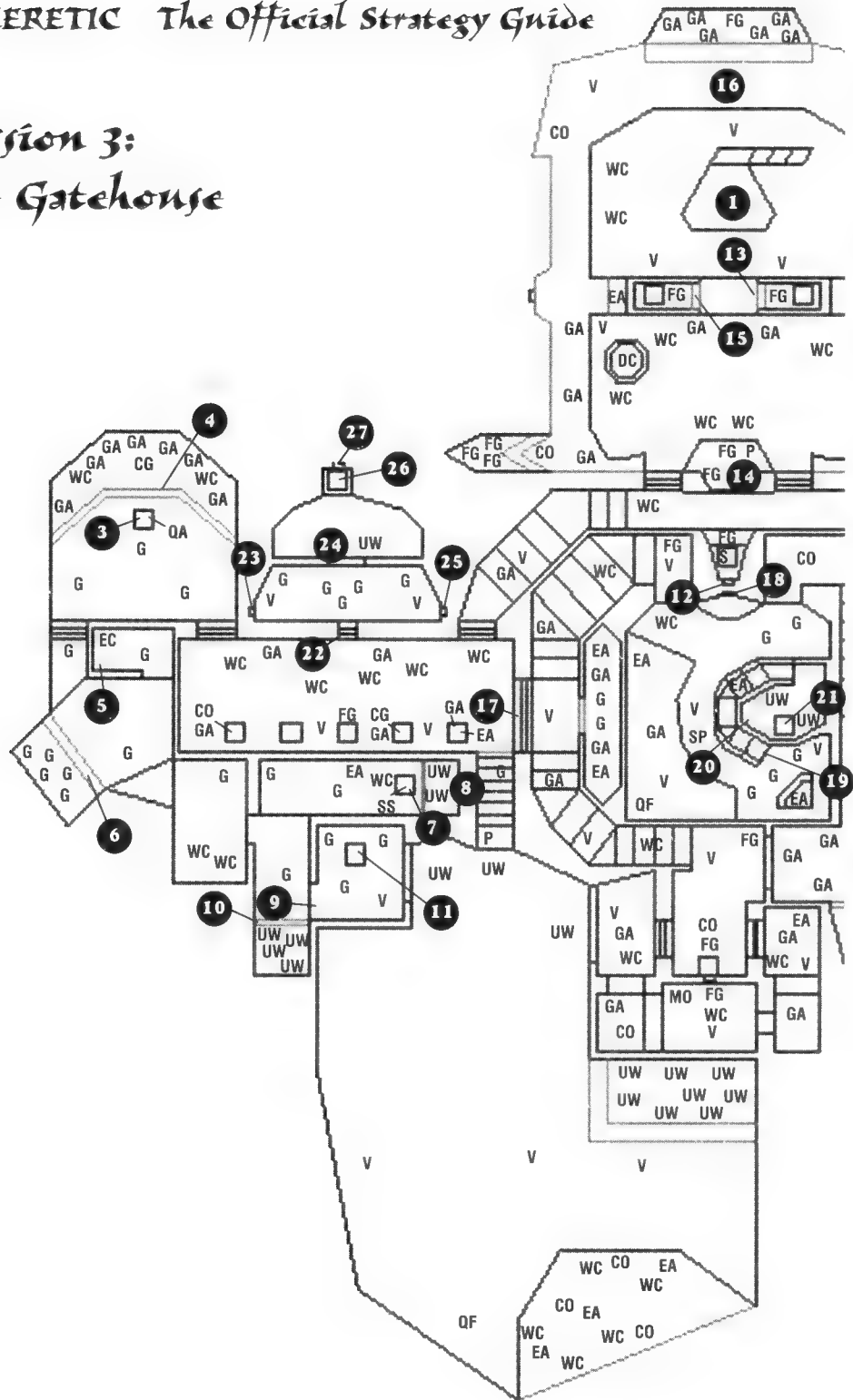
The trigger opens a Teleporter pad inside the dividing wall between the two courtyards to the north, guarded by a single Gargoyle, which sends thee up to a nearby platform to the south where the Tome rests. The price of this item is slaying (or running from) a horde of Fire Gargoyles that attack from east and west after thou enterest the Teleporter, so the choice is thine. Another Teleporter opens across from the first when the Tome is taken, which sends thee up to the ledge on the castle walls surrounding this area and releases another horde of Fire Gargoyles in return for vials and ammo, as well as a Dragon Claw if thou jumpest down into the courtyard and onto it.

Back at the Yellow Door in the platform room, open it and kill the Gargoyles and Golems inside. Get the nearby arrows and crystals, then

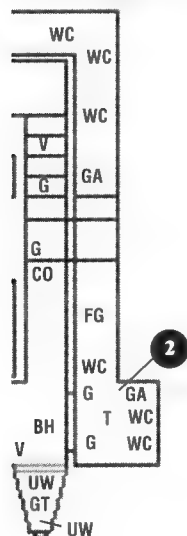
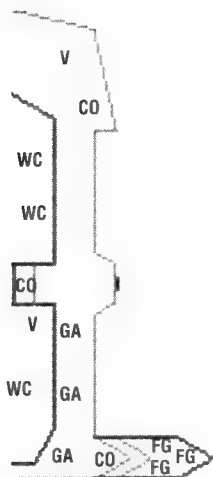


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Mission 3: The Gatehouse



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Items and Artifacts

BH	Bag of Holding
QF	Quartz Flask
S	Shield
T	Torch
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EA	Ethereal Arrows
P	Gas Pod
GT	Gauntlets
SP	Mace Spheres
WC	Wand Crystals

Monsters

FG	Fire Gargoyle
GA	Gargoyle
G	Golem
SC	Sabreclaw
UW	Undead Warrior

The Heretic's Path

- 1** Start
- 2** Torch
- 3** Quartz Flask
- 4** Wall lowers when you approach 3
- 5** Crossbow
- 6** Secret Door triggered by 5
- 7** Shadowsphere
- 8** Secret Door triggered by 7
- 9** Crossing threshold opens 10
- 10** Secret Door
- 11** Yellow Key
- 12** Switch opens 13
- 13** Secret Door hiding Teleporter to 14
- 14** Tome of Power, 13 brings you here
- 15** Secret Door opened by 14 with Teleporter
- 16** 15 takes you here
- 17** Yellow Door
- 18** Switch Opens 19
- 19** Door blocking foot of stairs
- 20** Green Key
- 21** Teleporter back to start
- 22** Green Door
- 23** Switch opens 24
- 24** Secret Door
- 25** Switch lowers 26



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head up the stairs to the north, which curve eastward and end with an open doorway to the south. Through this is an open area dominated by a tower in the center, with several Golems guarding it, and poisonous water containing a crystal vial and a quiver. A nearby trigger on the west wall inside opens a stairway on the south side of the tower, out of view.

Climb these stairs; at the top are two Undead Warriors guarding the Green Key in a small room. The Teleport pad here sends thee back to the start, so jog around the pad to the key. From here thou canst head for the Green Door in the platform room where the exit lies, or continue going through the surrounding areas for ammo and weapons.

Option Two

For more guts and glory, head back down the tower and enter the opening to the right/east of the trigger on the north wall. Follow it around to the southward-climbing stairs, dispatching Gargoyles and Golems along the way, and get the Bag of Holding at the top. The window to the west can be traversed, unlike most, so jump through it. To the left/south is a trigger that opens doors on either side of it, as well as a wall where the Bag of Holding was, releasing two Undead Warriors in that area. Kill them now or later, and watch for Gargoyles coming out through the recently opened doors.

Choose one and enter, then clean out the Gargoyles guarding the items within, notably a Morph Ovum. Thou canst also take advantage of the window on the west wall inside, by taking out any wandering Undead Warriors on the water area outside the window, lest they spill out into the platform room later when thou openest a passage to it.

Now go out, down the westward stairs north of the trigger, back up the stairs north of the Yellow Door, through the tower area, and up to where the Bag of Holding was. Inside a newly opened grotto is a set of Gauntlets and the trigger that opens a wall on the north end of the water area, accessible through the platform room. Once there, thou canst climb the stairs and grab the Tome without venturing out onto the water, where a horde of Undead Warriors around the corner further south guard a quartz flask and a cache of small health and ammo items—not really worth the effort.

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Behind the Green Door is a wide chamber and two Golems, guarding two triggers at the east and west ends of the room. The one on the left/west opens a section of the north wall, where the ghost of an Undead Warrior guards the exit chamber. The other trigger briefly lowers a platform in that room, so prepare to run for your life after tripping the switch. Stand on it, and it raises thee up to the exit trigger.

Mission 4: The Guard Tower

This level is mostly blood and guts. Spend some time studying the map, because there is very little strategy involved in finding cover to fight off the Gargoyles and Golems, which advance from seemingly every direction as thou travelst. Thou shouldst use gauntlets at every opportunity to save ammo—thou wilt have need of it.

Thou startest facing west, in a small semicircular area surrounded on the west side with barred windows, which prevent the Gargoyles clustered outside from entering but provide little cover from their fireballs. Directly behind thee is a secret door, so immediately turn around and open it. Inside the small chamber is a Tome, but taking it opens a wall directly behind it, releasing several Gargoyles.

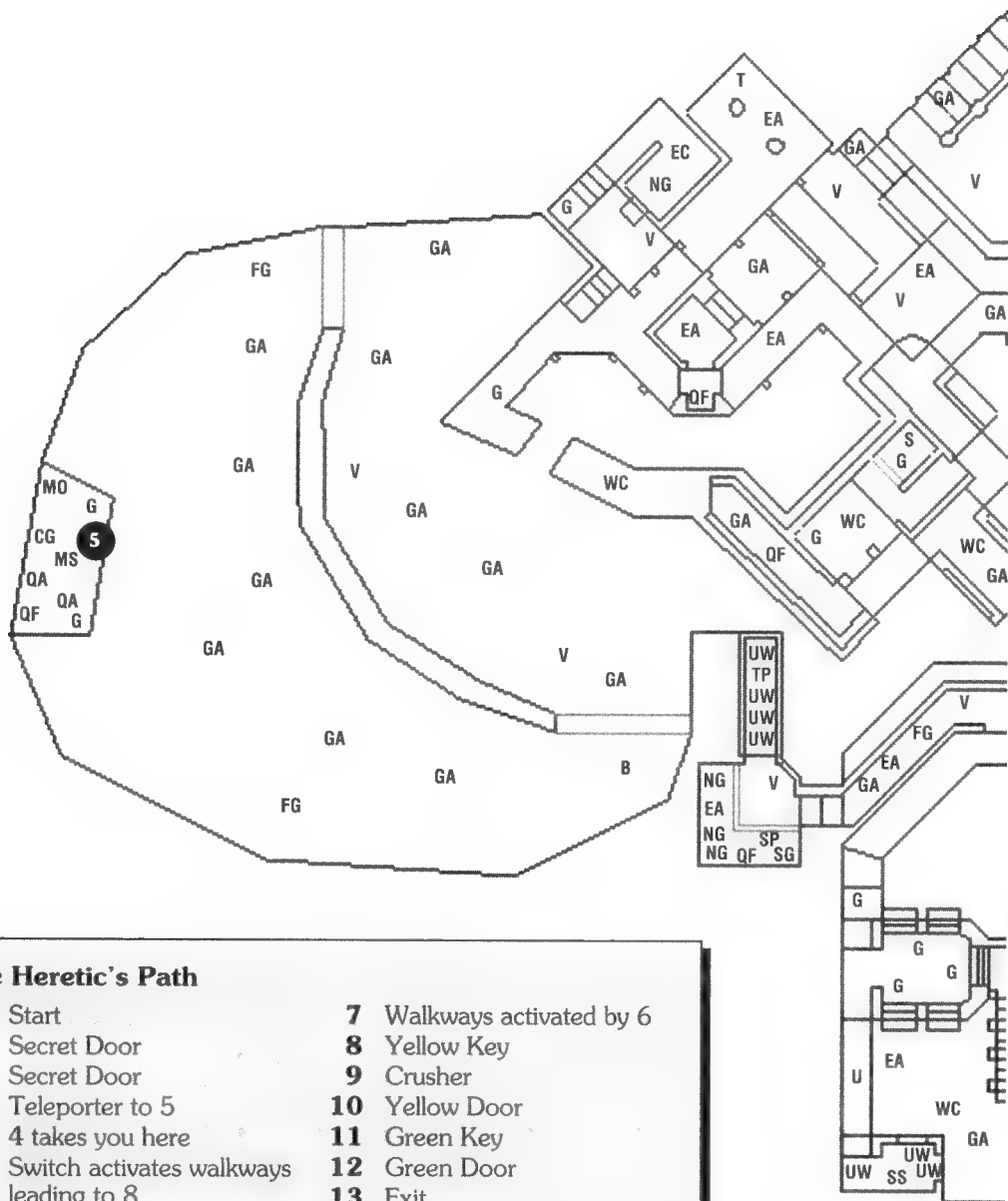
At the first sign of violence, the Gargoyles outside the windows begin casting fireballs at thee, not to mention the ones inside the chamber. Kill the ones inside as quickly as possible, then withdraw from the chamber, which actually provides very little cover from incoming fire. Head through the door to the south, which has a Gargoyle right behind it. The narrow hallway stretching southward from here is one of the few “safe” areas to fend off incoming Gargoyles, simply because they cannot go around and attack thee from behind. Use this advantage by standing near the end and smiting enemies as they round the corner from the west into the restricting passage.

Once things quiet down, emerge briefly to draw in any stragglers, then head west along a ledge that borders a huge flooded area cluttered with various structures and walkways between them. Chattering Gargoyles fly in sporadically from many directions, so keep thine eyes open and kill them as quickly as possible to prevent them from joining



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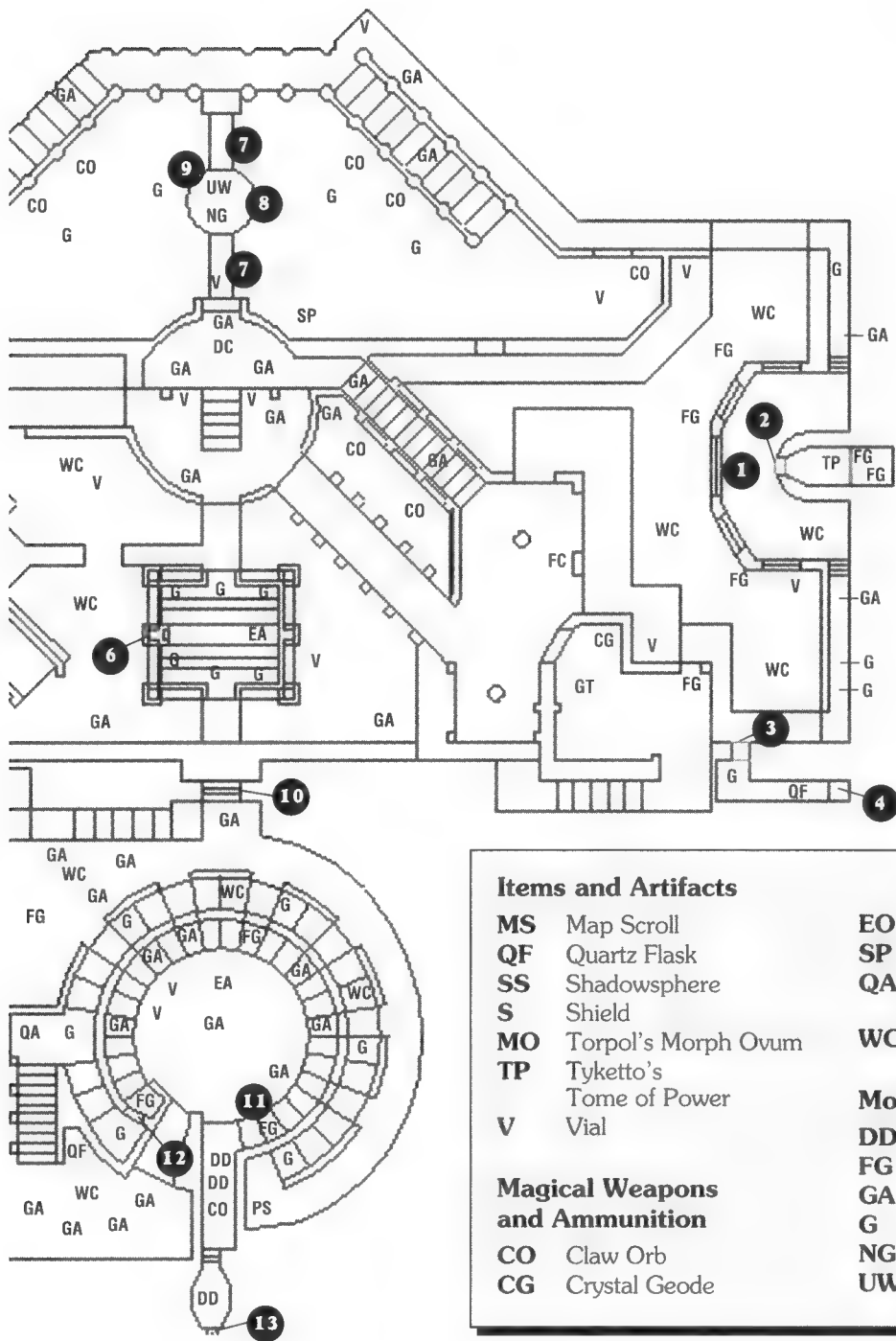
Mission 4: The Guard Tower



The Heretic's Path

- | | |
|--|---------------------------|
| 1 Start | 7 Walkways activated by 6 |
| 2 Secret Door | 8 Yellow Key |
| 3 Secret Door | 9 Crusher |
| 4 Teleporter to 5 | 10 Yellow Door |
| 5 4 takes you here | 11 Green Key |
| 6 Switch activates walkways leading to 8 | 12 Green Door |
| | 13 Exit |

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Items and Artifacts

MS	Map Scroll
QF	Quartz Flask
SS	Shadowsphere
S	Shield
MO	Torpol's Morph Ovum
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode

EO	Energy Orb
SP	Mace Spheres
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
G	Golem
NG	Nitrogolem
UW	Undead Warrior



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forces against thee. As the ledge leads into an open structure, thou wilt encounter an optional secret door on the left/south wall. Entering it drops thee down to water level, where a Golem awaits, guarding a Teleporter.

This sends thee to a huge open area with high walls on the far western side of the map, where an unruly mob of Golems and Gargoyles stand sentry on a small island containing generous amounts of ammo and a Morph Ovum. Unfortunately, these items hardly compensate thee for the trouble of fighting or running from the surrounding host of enemies, because even if thou approachest the northern or eastern section of the huge divider wall to exit, they, as well as any other creatures waiting outside, will continue to pursue thee to the death.

As thou movest west past the secret door, get the crystal geode and Gauntlets if thou hast need of them, then go through the wide southward passage to a stairway leading down to the west. Along the way, several Gargoyles will attack, so eliminate them and pause at the bottom of the stairs to fend off additional attacks from a lower altitude. Wield thy crossbow and prepare to use thy Tome.

Around the corner to the left is a narrow ledge leading along the south wall of this area, past the Yellow Door, and ending near a ledge across the water. There, several Undead Warriors have a clear view eastward, down the length of the ledge to where thou standest now. When thou emergest to run the ledge, they will promptly hurl axes at thee across the intervening distance. Fortunately, the Yellow Door lies in a recess of the wall that provides cover from them, although not from Gargoyles and Golems that spot thee along the way.

Therefore, run at full speed to the door, put thy back against it facing north, and activate the Tome. Before thee is a small building with many Golems and barrels within, and also with numerous Gargoyles flying out of it and around it toward thee. Kill anything that moves. Run briefly into the building and back out to draw out more Golems, then run back in at the first opportunity to activate the switch on the left/west inside.

This creates walkways to the Yellow Key directly to the north, predictably guarded by many enemies. Thou shouldst still have time left on the Tome, so dash north and up the stairs toward the key, frying anything in thy path. Make sure the flat column on which the key rests and

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the walkways on both sides are completely clear of enemies, because thou wilt have to run at full speed to and past the key to avoid being crushed by the ceiling above it.

After safely reaching the north side, thou hast several problems to deal with: the Tome has, or will quickly, run out; Gargoyles are attacking from all sides, and there is very little cover. One solution is to continue running east, then northeast where the passage splits, and eastward through the long corridors and platforms to the enclosed narrow hallway north of the starting point, which should provide adequate cover to deal with thy pursuers.

Thou couldst also turn back toward the Yellow Door, knowing that they cannot open it once it has closed behind thee, but the risks involved are obvious, since more enemies await thee on the other side. There are also numerous items scattered about the rest of the area outside the Yellow Door, and they may be gathered at the cost of dealing with constant attacks from all directions, with which by now thou art familiar.

Inside the Yellow Door is a host of Golems and Gargoyles, so open the door and stand back to blast them before the door closes again, and be wary of thy rear. As soon as thou canst safely break through their ranks, dash inside the door and immediately left/east to travel around the base of the immense central guard tower. Stand at the bottom of the stairs on the south side of the tower, and face northeast to fell any pursuers. Fight all the way up the stairs to where they terminate at a Green Door, then turn and enter a nearby westward passage.

To the left/south of a closed door here, thou wilt find a staircase leading down to the base of the tower, an open area with several Gargoyles. Kill them while remaining wary of Undead Warriors hurling axes from high windows in the southwest corner. East of the stairs is a dark passage leading through the base of the tower to its interior. This area contains an obstacle course of barrels, around which thou must navigate to reach the Green Key on the east side. A horde of Gargoyles guard it from above, so dash briefly into the central courtyard and back up to draw them into the narrow entrance. Once the way is reasonably clear, get the key and any other items lying about, then go back up the outside stairs to the Green Door. By now there may be Golems or Gargoyles gathered here that arrived late, so kill them and prepare to pass through the door.



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Inside is the beginning of the inner stairway, which leads up to the exit chamber at the top, but getting there is no easy task. Two Disciples and more Gargoyles wait at the top, on a landing with a clear view of the stairway spiraling up to it. They will have no trouble bombarding the unprotected stairs, so check thine inventory of special items, and activate anything thou canst afford to use. Once the two Disciples are dead, one more awaits within the exit chamber south of the top, behind a door.

Mission 5: The Citadel

Thou startest facing north, at the south end of a huge rectangular citadel with high walls surrounding it. Before thee, in the distance, is a wall that divides the area in half; a stream runs down the middle, flanked on both sides by houses. To the east and west are raised guardposts with Green Doors and a Golem guarding each, but these are currently inaccessible.

Start by going forward, following the left/east side of the stream, until thou passest the first building on the left and seest the narrow passage that runs westward between it and the next building. Duck into the passage and stop halfway to kill a Gargoyle before thee, then turn around and smite another one, which has spotted thee from a distance. Next, dispatch the Golems patrolling the staircase beside thee. Then hurry up the stairs to the second door on the left/north. Inside is a small room containing two health vials, with a Gargoyle directly behind the door. Kill the Gargoyle and get inside quickly, because to the west a group of Golems and Gargoyles have now spotted thee, and are pursuing. From inside, thou canst easily kill anything that comes up or down the stairs.

When thy way is clear, leave and continue up the stairs, which will turn north and end at a door. Behind it is a waiting Golem, so kill it quickly and get inside. Right inside is a secret door to the left, revealing a geode and a quiver; this is a good hiding place to ambush any pursuers. Next, go back out the regular door and about halfway down the stairs. Facing south, thou canst see that a ledge at the same level where the stairs turn west will allow thee to reach the building to the south, so run at full speed to make the jump.

Once on the other side, keep moving southward along the ledge to a

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pair of Gauntlets, then slow down and turn east, and scurry around the wall northward to a small niche containing a silver shield. As thou madest thy way there, two Gargoyles and a Golem inside on this level spotted thee and are quickly pursuing thee, so kill them on sight. Now thou canst grab the Yellow Key and other items nearby. Next, move to the east side of the building facing the stream, where thou canst see two Yellow Doors at ground level in the middle of the buildings across from thee and a third Yellow Door further north. Choose either of the doors that lead into the northern building, and jump off the ledge to make a run for it.

Inside are four Gargoyles, guarding several arrows and a switch on the east wall inside. Thou canst take time killing them through the windows and risk being attacked in the open by other enemies, or storm in and kill them at close range. Either way, trip the switch that raises staircases to the guardposts in the southern corners of the area. This allows the Golems there to come down the stairs and pursue thee, but they cannot open the Yellow Doors that close behind thee.

A narrow staircase inside leads to the upper section of the house, with a Gargoyle at the top, and a long hallway leading north with windows on the right/east side. After thou hast killed the Gargoyle, two Golems on a ledge outside the window begin pacing back and forth, seeking entry. Since the Green Key is at the north end of this ledge, thou shouldst kill the Golems now. If thou standest as close to the window as possible, thy Gauntlets reach just far enough to safely inflict damage upon them as they pass. Beware of Gargoyles that may fly in through the windows after thee, and travel north along the hall to another short flight of stairs leading to a Nitrogolem, which is guarding a crossbow. Clean them up, then head back downstairs.

By now a group of enemies has collected outside the building to the west; some of these can cast their weapons though the windows even if they cannot enter. Open the Yellow Door to the south and kill any creatures immediately outside, to clear a way to the other Yellow Door across from it to the south. Once inside, kill the two Gargoyles guarding it, and open the normal door. This leads to a staircase that climbs to the ledge outside, where the Green Key awaits thee to the north, and a geode rests near the top of the stairs. Beware of Gargoyles, which can easily attack in the open, and get the key.



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Mission 5: The Citadel

Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- W** Inhilicon's Wings of Wrath
- MS** Map Scroll
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- TP** Tyketto's Tome of Power
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- WC** Wand Crystals

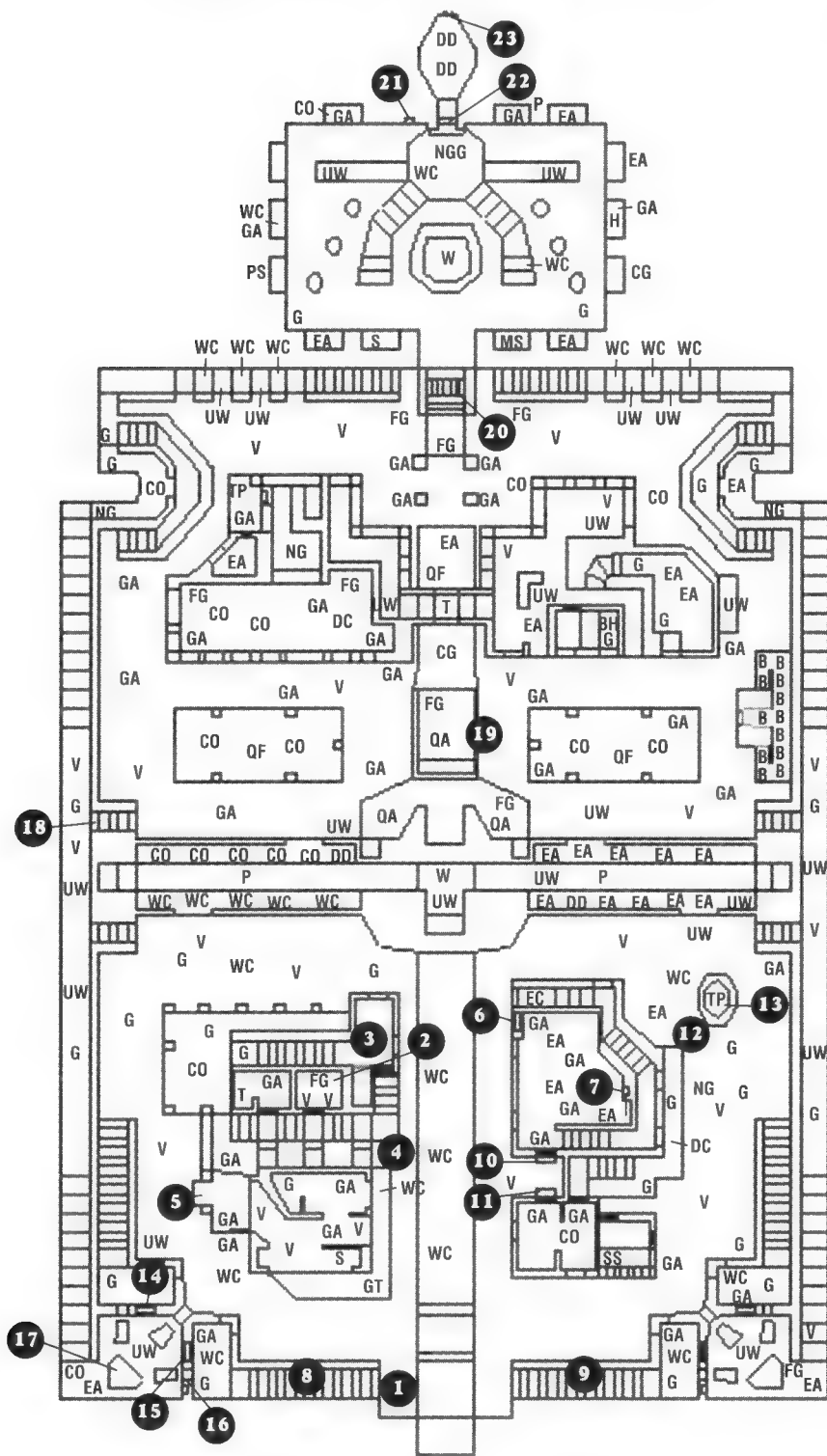
Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- G** Golem
- NG** Nitrogolem
- NGG** Nitrogolem ghost
- UW** Undead Warrior

The Heretic's Path

- 1** Start
- 2** Two vials
- 3** Secret Door
- 4** Jump to ledge on building to South
- 5** Yellow Key
- 6** Yellow Door
- 7** Switch raises 8 and 9
- 8** Stairs activated by 7
- 9** Stairs activated by 7
- 10** Yellow Door
- 11** Yellow Door
- 12** Green Key
- 13** Tome of Power
- 14** Green Door
- 15** Green Door
- 16** Switch lowers 17
- 17** Barrier
- 18** Secret Door, opens when you approach
- 19** Blue Key
- 20** Blue Door
- 21** Switch opens 22
- 22** Exit Room Door
- 23** Exit switch

A black and white illustration of a werewolf's head. The werewolf has large, pointed ears, a snarling expression with visible teeth, and the number '77' is written inside its open mouth.





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On the ground below, thou hast stirred up a large host of Golems and a few Undead Warriors, so run off the ledge to the northeast, where a Tome rests, and head immediately west before the angry mob reaches thee. At this point, a large number of enemies pursue thee from all directions, and they will continue to do so unless thou killest them all. If thou runnest for one of the guardposts with the Green Key, they can follow thee up the stairs and through the Green Doors (which stay open), so thou wilt have to kill them eventually.

The easiest way to accomplish this is to continue running at full speed around the entire area, picking up health and ammo, and try to goad as many creatures as possible into following thee. Then duck through one of the Yellow Doors and simply wait for them to catch up. From inside it is much easier to kill them through the windows, since they cannot engage thee at close range, and thou needest only to sidestep incoming missile attacks. They will also help thee by fighting amongst themselves in typical monster fashion. When the coast is clear, it is now reasonably safe to wander about outside, picking up any objects thou hast overlooked before. At thy leisure, head out for the guardpost in the southwest corner.

Inside the Green Doors of the guardpost is an Undead Warrior, so kill it through the windows or charge in with Gauntlets. A red barrier blocks thy way inside, and a Gargoyle waits behind it. Lower the barrier with the nearby switch and smite the Gargoyle.

Now thou canst reach the narrow staircase leading down and northward into the citadel walls themselves, but a waiting Golem below charges on sight. Angle thy view down a little, kill it, and go down the stairs to a narrow passage stretching north, where a few more Golems and Gargoyles await thee. Back up and draw them up the stairs to kill them. When the way is clear, travel up the corridor past the first opening on the right/east and stop at the second opening, which is just short of a stairway leading up to another guardpost. Though it appears to be a dead end, climb the short flight of stairs eastward and the wall will open up. Outside, thou canst see the other side of the central dividing wall of the citadel, bordering a courtyard with buildings to the north and east.

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Many Gargoyles are now approaching from various directions, including a Disciple from the north outside. Back into the narrow passage, and blast anything that moves outside.

Then emerge from the passage briefly to draw in more Gargoyles, and give them the same treatment as before. Next, thou wilt need to cross the courtyard to a building in the middle, so grab the vials in the pool on the way. Thy destination is the stream that runs down the middle, where a wide opening leads south under the building. Where a single Gargoyle guards the Blue Key and a great deal of ammo within. Many Gargoyles will begin to pour in, so get inside to the key quickly and place thy back against the bars, facing north. As usual, kill anything that moves. Most of the incoming Gargoyles will emerge from a window in the building right outside to the north, and thou canst see their shadows as they approach. At this point, the best tactic is to make a run for the Blue Door, by traveling back to the courtyard thou hast just crossed, and around the large central building on the west side. When thou reachest the open area behind it, waste no time getting to the door, since it closes behind thee, thus stopping any pursuers. Inside is a large flooded chapel guarded by many Gargoyles and Golems, some of which will attack immediately. Two staircases curve up around a central round cylinder to a large platform that dominates the north side of the chapel, on which two Undead Warriors and a Nitrogolem pace, but they will not descend to the level of the water. If thou art low on ammo and already have Wings of Wrath, use them now to collect a very generous supply of items that rest on the high window ledges around the room.

Otherwise, kill off the monsters first, then climb the staircase to see another pair of Wings of Wrath resting in the top of the cylinder, to which thou canst now jump. To reach the exit chamber, thou must activate a switch hidden behind the west/left wing of the platform, which opens the center of the north wall and releases two Disciples from within. After this last threat has been met, thou canst go back out and fight for numerous items hidden in the walls and buildings of the citadel, or simply leave.



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Mission 6: The Cathedral

Thou startest facing south, standing on the main red altar of the cathedral. No monsters are visible—yet. A quartz flask hovers before thee, so grab it and turn around. Behind thee to the north is the Yellow Key, elevated and unreachable, flanked on both sides by secret doors. The left/west door hides a Gauntlet, and moving into the small chamber opens the other secret door, behind which lurks a Golem. Any combat will summon more Golems from the congregation area to the south, as will walking into their view on the yellow floor of that area. So if thou hast no need of the gauntlet, quietly enter the westward passage nearby and follow it up the steps, around toward the key. On the way thou wilt encounter four Gargoyles and a Golem, so kill them and continue around. By now the key has lowered to the level of the altar, and a wall has opened up near the bottom of the stairs thou hast just climbed. A group of two Undead Warriors and several Golems has gathered below the ledge on which thou standest. From here, thou canst angle thy view down and pick them off from relative safety above, or walk back around and face them at close range. Either way, retrieve the key and head south into the congregation area, where several more Gargoyles and Golems await you. The six Gargoyles, three on each side facing south, are easily drawn out one at a time from their niches as long as thou dost not storm down the middle of the pews. Four more Golems wait among the pews and columns, and when these and the Gargoyles are dead thou canst clean up the artifacts scattered about. More valuable items are up out of reach in the stained-glass windows—two in the east wall and two in the west wall, all accessible only by flight.

Behind each of the four windows is a secret door containing one Fire Gargoyle. Unfortunately, when thou fliest up to any of the objects, all four doors open to release all four Gargoyles. When the pew area is clear, proceed south around a divider wall to a long L-shaped hallway containing two Gargoyles. Around the corner of the L, at the end of the wide passage, are four Golems and the Yellow Door leading to the crypt area.

When thou openest the door all is quiet, but not for long. Facing east, before thee, is a huge chamber dominated by a large elevated crypt in the center, which is surrounded by pillars and flanked by two Undead

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Warriors on the platform. More crypts and pillars hide many Golems and Gargoyles, idling until provoked. Start by dispatching the Undead Warriors from a distance behind the threshold of the Yellow Door. Slowly enter the room and retreat to eliminate nearby threats a few at a time by coaxing them out into the open, then do the same for the rest of the chamber. When the room is clear, pick up the many items. To reach the elevated crossbow in the northwest corner, first go to a switch in the southwest corner, pull it, then run backwards at full speed to the other side of the room, where a smaller crypt in that area has lowered temporarily. There is barely enough time to reach it before it rises again, so keep trying until it elevates thee to a hallway that curves to the left/west.

The crossbow is guarded by four Golems around the corner. Kill them or run past, grab the crossbow, and drop off the ledge. On the far eastern wall of the chamber is another switch, but this time the crypt it lowers is right beside it, guarded by a lone Gargoyle up inside. It elevates thee to a chamber overlooking the crypt area, containing barrels, vials, and much-needed armor. The switch up here lowers the crypt once more to allow escape, and much of the eastern wall is taken up by a large door leading to the next area.

When the door is opened, thou seest an elevated view of a large room with four huge stone pillars rising to the ceiling, surrounded by a short ledge and stained-glass windows on all visible sides. A large door is noticeably visible on the opposite wall, and several vials and an orb rest in the center of the room. At the moment the room is well lit, and many Gargoyles wait out of sight, flanking the door, so move carefully to the edge to draw them out first. Before dropping into the room, thou shouldst be aware of several exits and dangers. Stepping between any of the four pillars to reach the central objects causes all four to rise, releasing three Nitrogolems and revealing a Dragon's Claw beneath the northeast pillar. The lights also blink on and off, making combat more difficult, unless thou wishest to use up a Torch. In the center of the north wall, one section of stained glass between two small hanging skulls is a false wall, allowing the three Undead Warriors in the small room behind it to hurl axes southward into the room at thee. They also guard a Tome of Power; taking that lowers walls inside the chamber, releasing four Golems at close range.

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Items and Artifacts

BH	Bag of Holding
B	Delmintalita's Time Bomb of the Ancients
MS	Map Scroll
QF	Quartz Flask
SS	Shadowsphere
T	Torch
MO	Torpol's Morph Ovum

TP	Tyketto's Tome of Power
V	Vial

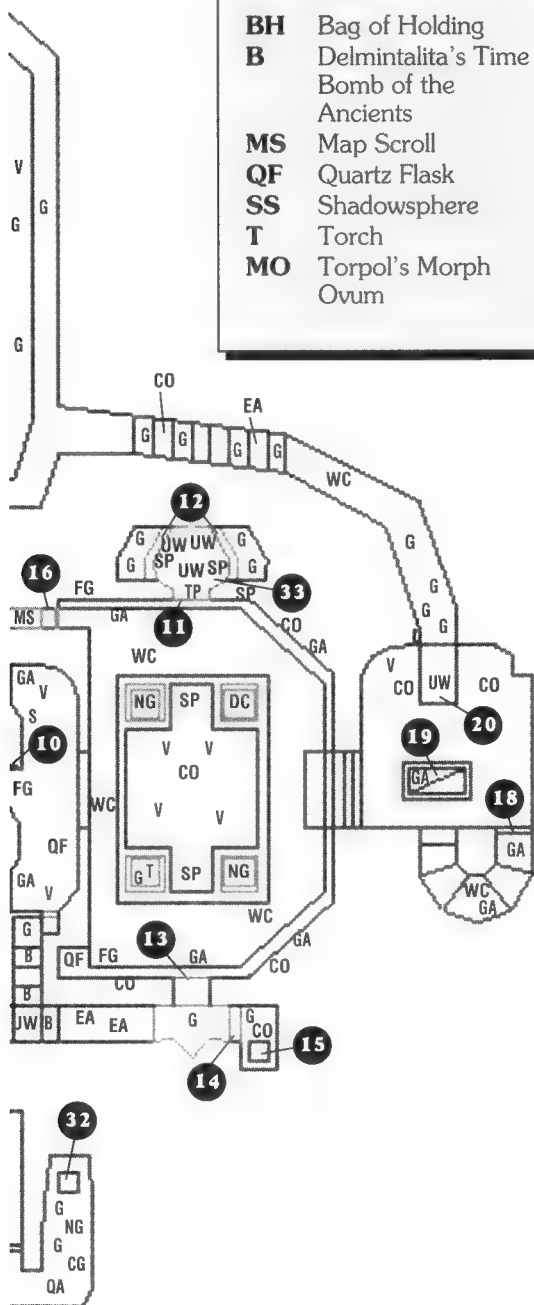
Magical Weapons and Ammunition

CO	Claw Orb
DC	Dragon's Claw
EC	Ethereal Crossbow
SP	Mace Spheres

WC	Wand Crystals
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Monsters

FG	Fire Gargoyle
GA	Gargoyle
G	Golem
GG	Golem ghost
NG	Nitrogolem
UW	Undead Warrior



The Heretic's Path

- | | |
|---------------------------------------|--|
| 1 Start | 20 Section of floor lowered by 19 |
| 2 Secret Door | 21 Teleporter to 22 |
| 3 Secret Door, opens when you enter 2 | 22 Secret room accessed by 21 |
| 4 Yellow Key | 23 Secret Door |
| 5 Yellow Door | 24 Wall, opens when you enter building |
| 6 Switch lowers 7 and opens 36 | 25 Green Key |
| 7 Crypt lowered by 6 | 26 Secret Door |
| 8 Switch lowers 9 | 27 Switch raises 28 |
| 9 Crypt lowered by 8 and 10 | 28 Stairs activated by 27 |
| 10 Switch lowers 9 | 29 Teleporter to 30 |
| 11 False wall | 30 Tome of Power |
| 12 Wall, lowers when you enter 11 | 31 Green Door |
| 13 Secret Door | 32 Teleporter to 33 |
| 14 Secret Door | 33 32 brings you here |
| 15 Teleporter to 1 | 34 Entering here lifts 35 |
| 16 Secret Door | 35 Pillar lifted by 34 |
| 17 Secret Door | 36 Secret Door opened by 6 |
| 18 Secret Door | 37 Switch opens 38 |
| 19 Alter, landing on top lowers 20 | 38 Steel Door |
| | 39 Exit |



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On the south wall, again in the center between two small skulls, is a secret door behind which lies a short hallway guarded by two Golems and an Undead Warrior. Just inside this door to the left/north is yet another secret door, which reveals a Gargoyle and a Teleporter that sends thee back to the start. Still inside, down the hall to the west, is a platform that lowers when the stained-glass secret door is open, allowing access to three Time Bombs. It continues north to a secret door, operable only on this side, connecting this hall to the elevated room where the armor was found. The large door on the east wall of the pillar chamber leads to the next area, and a third secret door lies in the northwest corner of the room. This door reveals the map scroll, and another secret door, operable only from this side, leading to the ground level of the crypt area.

Now to negotiate the pillar room: Drop from the overlook room to the floor. Without crossing into the central area, immediately turn left/north and go to the secret door in the northwest corner of the west wall. Duck in, get the scroll, open the next secret door directly behind it, and turn to smite any pursuing Gargoyles. Go back inside, step between the pillars, and run back out through the scroll door before the Nitrogolems can hit thee with their flaming skulls, then kill them as they pursue thee through the narrow secret passage. When that has been accomplished, go back to the pillar room once more to clean up, being careful to keep moving so that the Undead Warriors behind the northern false wall will not smite thee with their axes. Since they will not cross through the wall, thou wilt have to kill them from across the room, or get onto the ledge and go in after them if thou desirest the Tome. Thou canst follow the same ledge southward to the other secret door to acquire Time Bombs; otherwise, prepare to open the large eastern door to the next area.

Inside the door is a medium-sized room with a rectangular black altar at its center, guarded by an Undead Warrior and two Gargoyles. In the southeast corner on the south wall is a secret door. Open it and kill the waiting Gargoyle, then follow the stairway up and around to face north overlooking the room. Back up a little, then run off the edge to land on the altar. This causes a section of floor to the north to lower briefly, revealing a long northward passage containing four Golems. Wade in and kill them before the floor rises, or try to draw them out by sidestepping back

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and forth on the altar to reactivate the floor and bring them up into the room. If thou fallest from the altar or canst not reach the passage in time, simply walk around through the secret door and jump onto the altar again.

The subterranean passage leads north and curves to the west, where four more Golems wait on the steps leading up the cemetery. Unfortunately, fighting these will invariably attract many more from the cemetery area, where Golems and Undead Warriors are scattered among the tombstones in large numbers. Dominating the center of the area is a large crypt with an entrance facing south, and there are several doors in the area: one on the south wall, leading back to the first crypt area (which contains an Invulnerability Ring guarded by an Undead Warrior and a Golem); one in the northwest corner, which reveals a guardian Golem and a Teleporter, which sends ye to another Teleporter in a secret chamber near the start (containing a Morph Ovum and a secret door, operable only from this side, which stays open and provides a shortcut from the start to the cemetery); and, finally, a secret door on the west side of the central crypt, containing a Shadowsphere.

Kill as many creatures as possible among the tombstones, picking up more ammo as thou goest, and prepare to enter the crypt. Inside, to the right/east, are two or more Golems and an altar with a currently unreachable Tome of Power atop it. Quickly get behind the altar for cover to meet a charge by four Golems and an Undead Warrior, which advance when the western wall opens up. Inside this hidden area is the Green Key, but there are other tasks to be performed before thou leavest with it.

Just inside the entrance to the crypt, on the left/north side as thou enterest, is a secret door. Behind it are three spirit Golems guarding a small room containing a switch that raises a staircase back in the first crypt area, some arrows, and a Teleporter that places thee conveniently on the altar outside the location of the Tome. Now to enter the last areas before the exit: Head all the way back to the southeast corner of the first crypt area; between the green statues is a new stairway climbing south. At the top is the Green Door and several Golems (if thou hast not killed them earlier from the area behind the southern secret door in the huge pillar area). If thou hast need of the bombs there, thou wilt have to go around the long way. Otherwise, open the Green Door and face the six Gargoyles behind it. In the next room is a door to the south and a nar-



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row passageway to the west, but go to the door first to collect a large amount of ammo guarded by three Golems behind it. The Teleporter in this small room sends thee behind the false wall in the huge pillar room where a Tome of Power is/was, depending on thy previous choices, and if thou hast not cleared out the Undead Warriors and Golems yet, then thou mayest find thyself surrounded by them.

The passage west from the Green Door leads to a cramped room with a square pillar in the middle; a small open closet to the southwest contains an Undead Warrior. If thou enterest the closet, the square pillar rises, revealing a Disciple and a set of Wings. If thou didst not get the items up in the windows of the congregation area near the start, it might be worth facing the Disciple to get the Wings. Otherwise, continue north and west to a long, wide hallway running west. Within it are three Undead Warriors, three Time Bombs, arrows, and low windows facing south, which let thee see into the final chamber before the exit. To open a way to this chamber, first thou must travel the length of the hall as it curves north and east to a switch. Activate it, then drop off the ledge nearby and activate the switch that previously allowed passage to the crossbow. This second switch opens a section of wall near the west end of the long hallway thou hast just cleared out, so go back up to the Green Door and around to the hall once more.

Inside the opening, face east to see two sets of stairs leading downward in a rectangular room with a line of pillars on the south wall. In the middle of the room, between the two sets of stairs, is a narrow, sheltered walkway at ground level, running east/west the length of the room. Begin thy final assault on the Disciples behind the pillars by moving to the top of the stairs before thee and dropping off southward directly onto the narrow path in the middle. On this path is a nice assortment of items with which to do battle, so run the length of it and back. Now prepare to dispatch the Disciples with any extra power items possessed by thee, preferably a Ring of Invulnerability and a Tome of Power, then run up the southern stairs to do battle. This is also a good use for all those Time Bombs thou hast collected. After the Disciples are dead, proceed behind the pillars to a switch, activate it, and jog around to the exit, where one more Disciple awaits you.

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Mission 7: The Crypts



Thou startest facing east, standing on a ledge that drops off onto a large expanse of water bordered by high walls, with several large buildings, platforms, and walls constructed in the middle. In the distance, thou canst see a single idle Gargoyle, so fire a shot to bring it closer and then kill it. Drop off into the water; around the corner to the left/north are four more waiting Gargoyles. Eastward winds blowing across the water cause their fireballs to miss consistently, so thou needest only to slide west occasionally to hold thy position while smiting them. Next, travel north toward the Yellow Door and onto a platform; around the divider wall to the right/east is one more waiting Gargoyle. From here, travel back to the tall south wall and follow it east past the mob of Golems wandering about on the structures above, then stop where the south wall begins to turn north. Face northwest and kill all the Golems, with very little danger or effort. Farther to the north are windows, through which Undead Warriors are hurling axes at thee occasionally, but wind and obstacles make these attacks very likely to hit another monster or miss thee entirely.

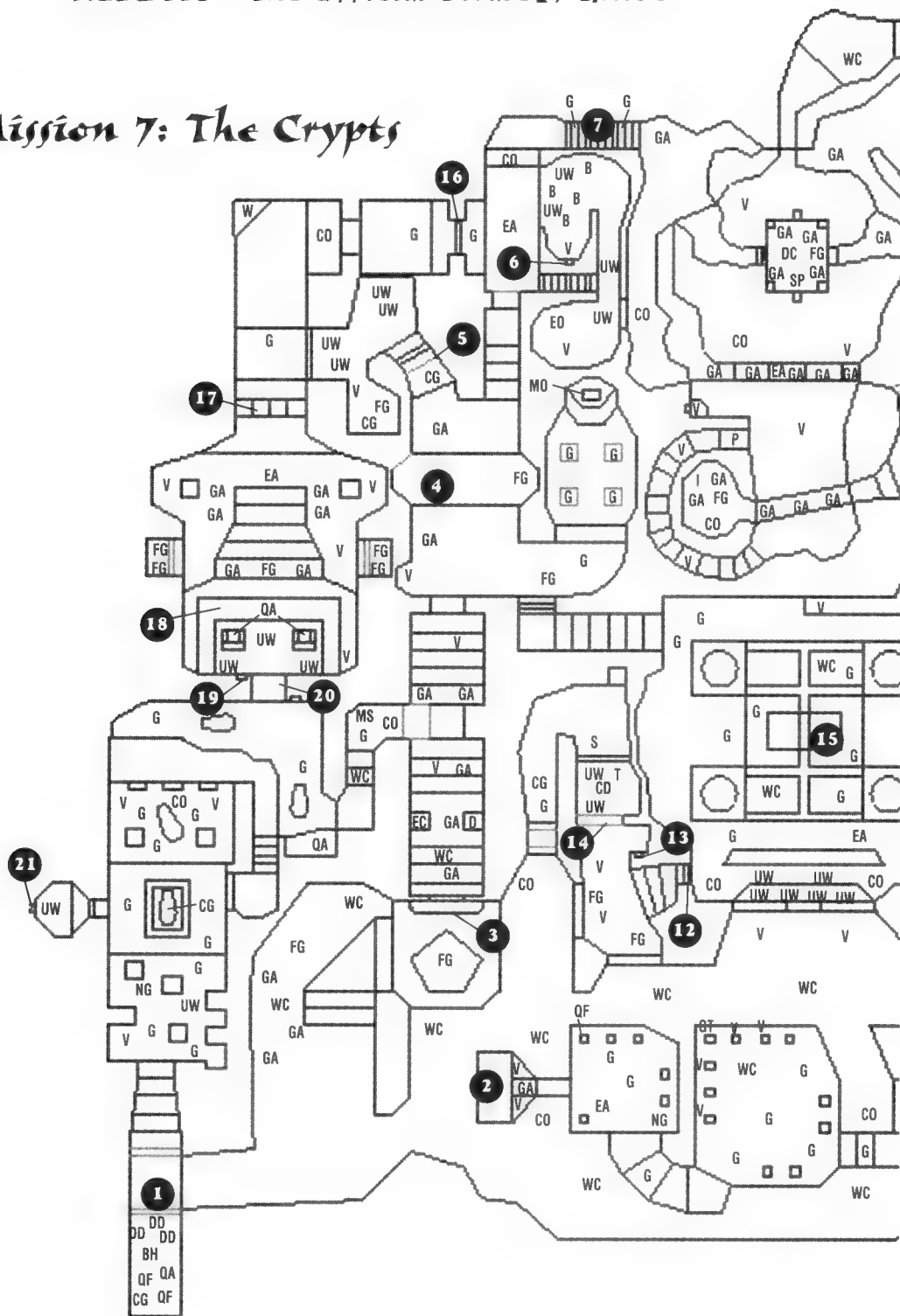
When all the Golems in the middle are dead, thou mayest wish to make an exploration of the surrounding water, picking up ammo and health, then climb the platforms where the Golems were, from the north-east side. Avoid the passage east to the Green Door, where Undead Warriors and Golems wait to ambush thee. Also ignore the horde of enemies pacing behind windows to the north; thou wilt need the ammo to reach them later. Travel west up the tiered platforms, picking up items on the way to the Yellow Key. As thou approachest the platform on which the key rests, a section of wall lowers momentarily, providing a lift up to the key. Turn to face the Yellow Door, and run off the platform toward it.

Behind the door wait three Gargoyles, guarding a northward flight of stairs, as well as a crossbow and arrows. At the top of the stairs, the passage narrows and three more Gargoyles attack. Then two more Gargoyles flank the passage where it widens, so taunt them to bring them out so that thou canst get a clean shot. The passage continues north down some stairs to an open doorway, beyond which are three

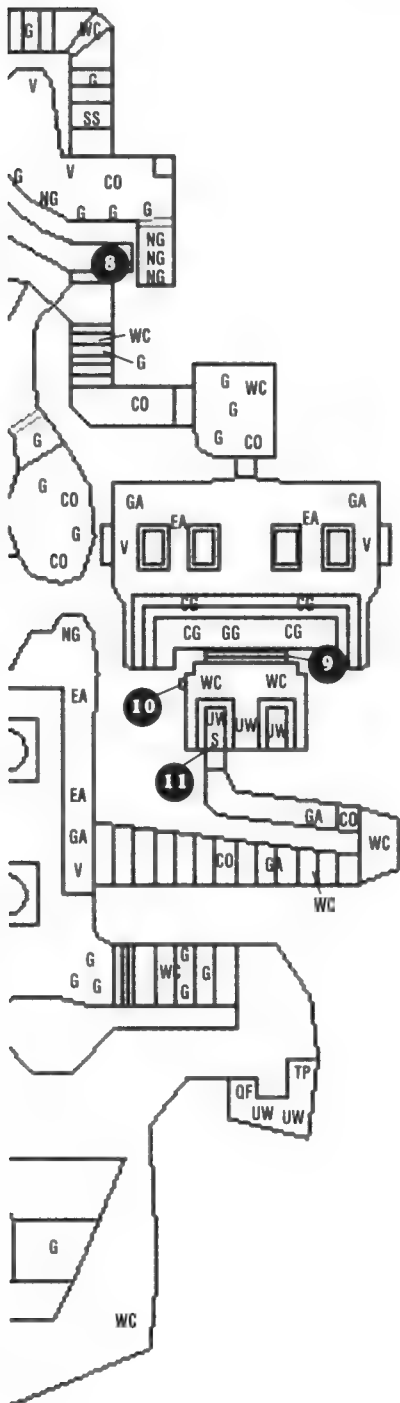


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Mission 7: The Crypts



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Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- W** Inhilicon's Wings of Wrath
- MS** Map Scroll
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- MO** Torpol's Morph Ovum
- TP** Tyketto's Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- EO** Energy Orb
- GT** Gauntlets
- SP** Mace Spheres
- QA** Quiver of Ethereal Arrows
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- G** Golem
- NG** Nitrogolem
- UW** Undead Warrior
- UWG** Undead Warrior ghost

The Heretic's Path

- | | |
|-------------------------------------|---|
| 1 Start | 13 Switch lowers 14 and 15 |
| 2 Yellow Key | 14 Wall lowered by 13 |
| 3 Yellow Door | 15 Blue Key, on platform lowered by 13 |
| 4 Crusher | 16 Blue Door |
| 5 Secret Door | 17 Crusher |
| 6 Switch raises 7 | 18 Wall raises on approach |
| 7 Stairs raised by 6 | 19 Switch lowers 20 |
| 8 Green Key | 20 Section of floor lowered by 19 |
| 9 Green Door | 21 Exit |
| 10 Switch lowers 11 | |
| 11 Sarcophagus lowered by 11 | |
| 12 Secret Door | |



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more Gargoyles eagerly awaiting thy arrival to the right/east, where a Green Door lies. Farther to the north is a dark section of hallway, which is actually a large, crushing ceiling trap, activated by running through it. This also serves as a convenient way to save ammo by taunting nearby enemies into following thee through; thou canst then turn and watch with glee as thy pursuers are crushed to pulp. Simply wait until the ceiling is at its lowest point; then thou hast plenty of time to walk through normally as the ceiling rises, and slower enemies will be caught by the downstroke. In the unlikely event that an enemy survives this assault, one or two Elvenwand shots will finish the job.

This tactic works for three nearby areas: (1) North of the Green Door is a dark chamber with a Morph Ovum at the north end, and taking it releases four Golems from rising pillars, but thou hast time to run back out toward the trap. (2) North of the trap is a door on the left/west that is revealed by approaching and picking up a crystal geode in front of a blank wall, which lowers. Behind the door is an L-shaped area housing four Undead Warriors, which attack in pairs, and a Gargoyle in a small grotto to the south, guarding another geode and an energy orb. Lead these enemies to the trap, and use the windows to conveniently kill the other Gargoyles and Golems outside with Gauntlets, since thou wilt pass through that area later. (3) North of the trap on the right/east side is a northward passage, leading up stairs to a room with a Blue Door on the left/west, guarded by a Golem. To the right/east is an open, raised stage with four Undead Warriors milling about; a narrow eastward stairway just inside the entrance leads up to it, but the Warriors are unlikely to pursue thee, so thou wilt have to kill them in the conventional way by facing east in front of the Blue Door, sidestepping their axes as thou openest fire on them. When these are dead, climb the stairs and collect the four Time Bombs they guarded, then trip the switch on the southern end of the stage. Now continue south past the stairs to another small room containing ammo, and take a bit of time to easily kill the Gargoyles outside the window there. Then head back down the stairs and north past the Blue Door, to a passage curving eastward, where the trigger raised a stairway and released two Golems, which will happily follow thee to their doom under the faithful crushing ceiling to the south. The way is now clear to enter the next area, so go back and clean up any items thou hast missed.

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At the top of the new stairs where the Golems were, thou canst see a huge open courtyard with a tower rising from the depths of a large pit in the middle. Wide terraces surround the central pit, and several Gargoyles approach thee as thou travelst around it to the left/east. Avoid falling into the pit for now. The terrace narrows and drops off, forcing thee to run and jump across, to where it then widens into an irregularly shaped room leading east, guarded by four Golems, and containing assorted ammo. Clean up and go back to the terrace, following it southeast, then east, into a short dead-end hallway, to the Green Key. Now go back to the terrace just outside, where another drop-off requires a jump to continue southward, but this time simply drop into the pit.

Prepare to run east immediately, into an open doorway, before taking damage from the poisonous water in which thou landest. Climb the stairs southward; around the corner to the east are three waiting Golems. Kill them and continue to a small square room with an open doorway leading south, into a large burial chamber guarded by five Spirit Golems and two Gargoyles. Dash into the room momentarily and back out to draw them through the narrow entrance to their death. When the way is clear, inside thou wilt find four stone sarcophagi with arrows hidden among them, and an immense Green Door on the south wall. Behind it is a smaller chamber containing three Undead Warriors, two sarcophagi, a shield atop the right one, and a switch on the west wall. After thou hast killed the occupants, the switch lowers the nearest sarcophagus, allowing access to some much-needed armor, as well as revealing a narrow, twisting secret passage of stairs with five Gargoyles guarding it along the way.

As the stairway turns westward and broadens, thou wilt see a large chamber from above on the ledge thou standest on, with the Blue Key resting in the center on a raised pedestal. Numerous Warriors and Golems greet thee from below with missile weapons, and Gargoyles fly in from many directions. These are the creatures who fired on thee through the windows back at the yellow-key area, but their tendency to fight each other has already reduced their number somewhat. If thou canst back up and wait on the stairs, out of range, thou wilt hear the occupants killing each other for thee, so walk back up to the edge and taunt them occasionally. When thou tirest of waiting, angle thy view down and rain death upon them from above. When the way is clear, hop off the ledge and



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head south past a door, then go behind the southern divider wall, traveling west past the windows.

Ahead, thou wilt notice an odd-looking section of wall near the southwest corner: a secret door, through which more enemies may attack, since they can open it from the inside. Within is a chamber with more windows on the starting water area, and probably a few remaining guardian Golems. Finish them and follow the room around to the north and east to a switch. This opens a nearby wall to the north, releasing two Undead Warriors, as well as lowering the Blue Key outside. Clean up and go back out through the secret door to the key; help thyself to any items lying about. Then head to the northwest corner of the room, to a westward-climbing passage leading to a door on the north wall. Open it, and before thee is thy favorite crushing ceiling, through which thou must pass once more on the way to the Blue Door.

The westward hallway behind the Blue Door will be free of enemies if thou hast killed them through the windows much earlier. Otherwise, clean them out and get the Wings of Wrath in the northeast corner. Facing south, thou seest four separate crushing columns down the wide hallway. Walking up to them attracts the attention of more Gargoyles, though they are unlikely to move slowly enough through this smaller trap to be crushed. Beyond is a broad stairway leading up to a wall, which opens when thou comest near it. Beware: Behind it is a throne room containing three Undead Warriors at close range, and two more flanking doors behind glass windows, which open to release two Gargoyles. Back up and kill them in whatever way pleaseth thee. Resting on each of the two thrones is a quiver of arrows, and a switch behind them on the south wall lowers a section of floor beside it, leading to the last area thou shalt enter before leaving.

Prepare to open fire as soon as thou droppest in, because a large mob of Undead Warriors and Golems is milling about in a trench, joined by more Golems among pillars above and behind them to the south. Fortunately, only two Golems can advance to close range, so enjoy thyself sidestepping and exterminating the rest. Get the quivers before entering the trench, which leads southward around the pillars to a burial chamber with a raised red coffin. Atop the coffin is a crystal geode, and a nearby Teleporter north of the coffin sends thee northward on the other

Chapter 3 City of the Damned



side of the trench. On the west wall behind the coffin is the exit chamber, guarded by a single Undead Warrior. If thou hast need of more equipment, treading on the coffin opens walls to the south, where three Disciples guard a cache of ammo south of the starting point. Therefore, if thou hast extra power-up items, use them on the Disciples and cash in before leaving.

Mission 8: Hell's Maw

Thou startest on a ledge overlooking a large lava pit. Thou wilt be facing north; behind thee will be a large steel door that is locked. The ledge runs the entire length of the south wall of the pit. On the north end is a platform with six Undead Warriors atop it. Down in the pit are several Gargoyles. Move to the west end of the ledge. This will provide thee with cover from the Warriors and draw out some of the Gargoyles for thine amusement. Dispatch all of the Gargoyles that arrive and move to the east end of the ledge. Again, kill all the Gargoyles that arrive. Look around and make sure there are no more of them flying about. If all is clear, whip out thy Tome of Power and start blasting the Undead Warriors atop the platform. Once thou hast killed all of them, look down into the pit. Thou wilt see four raised areas at the bottom, each with a quartz flask on it. Jump from the ledge onto the one closest to thee. Run to each one, grabbing the Flasks. Once thou arrivest at the last one, look back at the platform. Thou wilt see a stairway set in the east side. Run for the stairs and ascend them. At the top, thou wilt find a switch, some loot, and a Teleporter. Activate the switch, grab the artifacts, and enter the Teleporter.

Thou wilt now be back where thou didst begin, but this time thou wilt be facing south and the steel door will be open. Inside, thou wilt see a room full of Gas Pods. What thou mayest not see is that both the east and west walls have two long windows in them, behind which are several Golems and Nitrogolems. Since fire from the Nitrogolems will set off a chain reaction of Gas Pods, thou must move quickly. Run through the room to the door in the south end. On the west side of the door is a switch that will open it. Activate the switch and pass through the door.

Chapter 3 City of the Damned



Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- W** Inhilicon's Wings of Wrath
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- MO** Torpol's Morph Ovum
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- DC** Dragon's Claw
- EO** Energy Orb
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- P** Gas Pod
- PG** Gas Pod Generator
- GT** Gauntlets
- QA** Quiver of Ethereal Arrows
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- IL** Iron Lich
- NG** Nitrogolem
- NGG** Nitrogolem ghost
- UW** Undead Warrior

The Heretic's Path

- 1** Start
- 2** Switch opens 3
- 3** Steel door opened by 2
- 4** Teleporter takes you to 1
- 5** Switch opens 6
- 6** Steel door opened y 5
- 7** 3 Iron Liches
- 8** Teleporter to 10
- 9** Teleporter to 10
- 10** 8 or 9 brings you here
- 11** Door opens when all 3 Liches are dead
- 12** Lift to Exit Switch
- 13** Exit Switch



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Here thou wilt be on a small ledge overlooking another vast lava pit. Near the edge of the ledge, thou wilt see a Dragon's Claw. Grab the Claw and run back through the Pods to where ye started. Moving out onto the ledge triggered the lowering of the walls under the windows, releasing the Golems. Make sure thou art clear of all the Pods, then fire into them. The resulting explosions should dispatch some of the Golems. There are Pod Generators in the room, so more pods will appear and thou canst repeat this trick while shooting any Golems that try to come out through the door until they are all dead. Once the room is clear of enemies, go in and clean up all the loot. Now it begins to get difficult.

Go back out onto the ledge where thou hast found the Dragon's Claw and carefully look into the pit. In the center, thou wilt see an area that is raised above the lava. Atop this will be three Iron Liches. Thou wilt also see that there is a walkway at the bottom of the outside wall that runs around most of the pit, leading to two Teleporters on the north end. Step off the platform on either the east or west side and thou wilt land on the walkway. Quickly follow it around the pit to the north, picking up the loot that is scattered along it, where thou wilt find a Teleporter that will take thee back to the ledge from which thou just descended. Repeat this procedure for the other side. Thou wilt once again be back on the platform. Now it is hammer time.

Strap on thy Wings and grab a Tome of Power. Fly out over the lava and open fire on the Liches. Keep moving so that thou art a difficult target to hit. Keep pouring it onto them until they are dead. Now slip on thy Ring of Invulnerability. When ye killed the last Lich, it triggered the opening of a door in the middle of the north wall. Behind this door is a room filled with Golems and Ophidians. They will start to pour out through the door. Fly to the door and blast thy way through. Thou wilt see a great deal of loot in the doorway, but thou hast need only of the Ring of Invulnerability. Grab the Ring and keep firing. Remember, thou hast another Tome if thou hast need of it.

Clear thyself a path to the south corner of the room. Here thou wilt find a small ledge with another Ring of Invulnerability on it. Step onto the platform and get the Ring. This will cause a section of the wall in front of thee to lower. Now thou canst either hang about and wipe out the rest of the creatures or get on top and ride it up to the exit switch.

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Mission 9: The Graveyard



On this level, thou art faced mostly with spirit Golems and Warriors in open spaces with little or no cover, so go slowly and kill anything that moves or thou wilt be mobbed. Thou startest facing north in a mid-sized, irregularly shaped area with high walls, with a short flight of stairs and a few items scattered about. A divider wall separates this smaller area from the rest of the graveyard; behind it are several Undead Warriors.

Place thyself against the west wall and face north, and up to five of the Warriors will advance. Kill them, then ascend the stairs. Behind a tombstone on this side of the divider is a crystal geode, so grab it and slide around the right/east side of the divider to draw out the rest of the five mobile Warriors that didn't immediately attack before.

From here thou canst see most of the graveyard area, which is strangely quiet and littered with items. To the southwest, around the wall that runs north on the left/west side of the divider, are five more Undead Warriors, milling about on a raised section of the graveyard. Fortunately, they will stay there as long as thou dost not charge into the graveyard, so wield thy favorite distance weapon, stand at the end of the aforementioned wall, face southwest, and slide west to fire upon them. Slide back east for cover when their axes come flying in, and repeat this process until all of them are dead.

After accomplishing this, thou hast the run of the entire graveyard area to collect weapons, ammo, and health in generous amounts. Remember to make trips back to this area whenever thou hast need of more health or ammo—and this need will indeed arise. The Green and Yellow Doors are currently impassable, but a wide passage to the north curves east to a huge square building, surrounded on all sides by Blue Doors and numerous Nitrogolems. Thou mayest also notice a large number of Gas Pods in the graveyard, so take the time to push as many as thou wishest into the north passage in preparation for the waiting Golem mob. Do not push them too far in, or thou wilt alert only a small number of them; leave room on the left/west side for thee to run around them. When thou hast a nice collection, go around the passage and provoke as many as thou safely canst into following thee to thy minefield. Then run around the pods into the graveyard and stand a safe distance away, wait-



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Mission 9: The Graveyard

Items and Artifacts

- BH** Bag of Holding
- B** Delmintalita's Time Bomb of the Ancients
- W** Inhilicon's Wings of Wrath
- QF** Quartz Flask
- S** Shield
- T** Torch
- MO** Torpol's Morph Ovum
- TP** Tyketto's Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EO** Energy Orb
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- P** Gas Pod
- GT** Gauntlets
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- GG** Golem ghost
- NGG** Nitrogolem ghost
- UWG** Undead Warrior ghost

The Heretic's Path

- 1** Start
- 2** Yellow Key
- 3** Switch lowers 4
- 4** Pedestal with Tome of Power
- 5** Yellow Door
- 6** Switch opens 7
- 7** Door opened by 6
- 8** Green Key
- 9** Green Door
- 10** nvisible Window
- 11** Switch opens 12
- 12** Secret Door opened by 11
- 13** Blue Key
- 14** Blue Doors (4)
- 15** Switch lowers walls (4)
- 16** Walls lowered by 15
- 17** Exit walls lowered by entering any corner of room



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ing for the mob to collect behind the trap before starting the fireworks. This should kill most or all of thy pursuers. Go back around to the north, eliminate any stragglers, and grab some of the ammo lying about before passing through the door on the south wall of this area.

Inside is a large, lofty chamber spreading westward, guarded by two Golems. In the center of the west end is a raised dais with a tall pedestal, atop which is a Tome of Power. There is also a secret door on the south wall near the entrance, containing a Bag of Holding. Behind the pedestal is the Yellow Key, as well as a switch that lowers the pedestal. The cost of taking the Tome is facing two Disciples, which emerge from a wall that opens back at the east side of the room, so fire on them as soon as possible, preferably without having to use up the Tome on them, for otherwise grabbing it will have been pointless in the first place. Grab the vial and quiver they guarded, then head back to the Yellow Door in the graveyard, picking up any necessary ammo or health along the way.

Behind the Yellow Door are hordes of Gargoyles and Golems, scattered about a huge square area that is dominated by a crypt in the middle. Around it are 16 independently moving square platforms, all rising and lowering at different intervals, and each is occupied by a Golem that will not leave it. At each of the four corners of the area is a small roofed shelter, supported by pillars, which provides some cover (but not much) in a firefight. Access to the crypt is gained on the southeast corner of it, but first thou must reach a switch in the southwest corner of the area, which is on the east side of the southeast pillar of the shelter there. Unfortunately, there is no simple method of getting the Green Key within the crypt while so many enemies guard it, so thou must kill as many as possible by ducking in and out of the Yellow Doorway, then run to one of the shelters and take cover behind a pillar. The Golems on the platforms are constantly firing skulls at thee, but these tend to strike a rising platform.

Nevertheless, thou wilt go through a lot of ammo dispatching them; luckily, plenty more is lying about to replenish your supply. The best weapon to accomplish this task is the Dragon's Claw, since crossbow rounds tend to fly over their heads or into a platform. Take thy time and kill them all, since ammo is plentiful. Clean up the area, get the key by navigating the platforms to the crypt, and head for the Green Door in the graveyard.

Behind the Green Door, thou wilt immediately be greeted by an

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onslaught of Gargoyles, so open the door without entering, kill a few before the door closes again, replenish your health and ammo from the graveyard, and repeat these actions until the way is clear. Inside is a broad circular area dotted with pillars, and to the southeast is a broad stairway leading down to a larger circular area much like the first, with yet another stairway leading down from there to the last and largest circular area at ground level.

Along the way are many more Gargoyles, which fly in occasionally, so again take thy time and kill each on sight. Thine efforts are rewarded with the usual generous helping of vials and ammo on the way down, until thou finally reachest a switch on the southernmost pillar on the bottom level, as well as a Tome of Power in a nearby stained-glass window. The switch opens a section of wall on the north side of the top level. Beware of a false wall high up to the east in the bottom level, where several Golems might take shots at ye with their skulls. Refer to the map or simply wander about inside to find numerous weapons and items, then head back up the stairs to the new opening near the Green Door.

Inside is a long, quiet hallway with the Blue Key visible at its end. Two sets of five pillars jut out from the walls on both sides; these frame secret doors between them. Passing the first pair is safe, but passing the second pair opens a flanking pair of doors behind thee, releasing one Undead Warrior from each. Rather than running the length of the hall, open one set of doors at a time and run backwards to deal with the emerging pair of Warriors from a safe dodging distance. Then enter the small chambers they came from and collect the items they guarded, especially the Invulnerability Ring in the left/north chamber of the first pair. All the rest contain one Claw Orb each.

Beware of the last pair of doors before the key, for crossing the last set of pillars opens not only a pair of doors behind thee, but also the wall behind the key, prompting three Golems to advance in addition to the two Warriors. As usual, backpedal and kill them from a safe distance. Down the hall where the Golems came from is thy reward: quivers, Orbs, and Wings of Wrath.

With the Blue Key in hand, pass back out to the huge square building north of the graveyard. Once there, thou mayest wish to tour the building, killing Golems and picking up ammo, so that thou wilt not have to



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deal with these enemies later. Each Blue Door is guarded by one Gargoyle and one Golem; the former waits right inside the door, and the latter stands at the top of a narrow flight of red stairs inside the smaller building within. Each of the four stairways leads to a central, closed crypt containing the exit, and at each corner on the outside of the inner building is a Time Bomb. Therefore, open any Blue Door—by doing so you open all of them—and kill the single Gargoyle and Golem guarding it. Then, without climbing the red staircase, run around the outside of the inner building, killing each pair of sentries at each of the four stairways. After that, climb any red stairway to the innermost crypt and go to the switch on the southwest side. Before activating it, check thine inventory of special items for anything thou hast more than one of, and use them, since the extra items will be lost when, very soon, thou leavest. When the switch is pulled, walls open at each corner of the inside of the building (not the crypt), releasing three Golems from each—a total of 12. Entering any of the areas from which the Golems came causes the central crypt to sink momentarily, revealing the exit. Thou canst stay and fight, or simply leave.



4

Hell's Maw

The City of the Damned lies in ruins behind thee. Despite their fearsome appearance, the Iron Liches have fallen beneath thy mighty hand. Unfortunately, by sealing the portal at the end of the city, thou hast been stranded in a dark and threatening place. Only thy cunning and wit can save thee; the road ahead is littered with the carcasses of those who came before.

The path of the *Heretic* is spelled out clearly in the pages ahead. Where there are choices to be made, they are presented to thee, as are the consequences of each. My value to thee grows even greater with each



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new step thou takest. Thou art well advised to take each with forethought and with malice in thy heart.

Mission 1: The Crater

Thou startest facing north behind a curved wall at the north end of a large terraced area. To thy left will be a Wand Crystal. Pick it up and move to the west end of the wall. Step out from behind the wall and then back up. Thy brief view of this area will have shown thee several Gargoyles. They will have spotted thee also and started attacking. Using the wall for cover, begin picking them off. Aim carefully, since thou hast precious little ammo. If thou runnest out of ammo, however, a few more Wand Crystals lie on the ground in this area. Once the Gargoyles are all dead, collect all the artifacts lying on the ground.

At the south end of this area, thou wilt see a Yellow Door on the left, a large steel door on the right, and an opening between them. Enter the opening, then back out through it again. Through the opening is a hallway running to the southwest, with two Gargoyles in it. As the Gargoyles come to the opening, dismember them in whatever manner suits thy taste. Go back into the opening and down the hall. At the end will be a small chamber, containing a crossbow and a switch guarded by a Gargoyle. Kill the Gargoyle, activate the switch, take the artifacts, and leave the hall.

The steel door thou didst see earlier will now be open and, in the doorway, thou wilt find a Weredragon. Kill him and the one behind him, then go through the door. Thou wilt be on a descending stairway running to the southwest. At the bottom of the stairs, thou wilt find a large room. Directly across from the opening will be a wall. Run to the wall and back into the stairway. This will attract the attention of the Weredragons standing guard on either side of the door. Kill these creatures as they come up the stairs in pursuit of thee. Go back to the bottom of the stairs and turn right. At the end of the wall, thou wilt see two sets of Ethereal Arrows. Grab the arrows, make a loop around the wall, and go up the stairs again.

This time, thou wilt be followed by four Weredragons. Using the hall and the doorway for cover, send all four of them back to their maker.

Chapter 4 Hell's Maw



Once again, go to the bottom of the stairs and turn right. Head for the north end of the room, where thou wilt find the last two Weredragons. After thou hast done away with them, collect all the artifacts thou wilt find lying about.

Just north of the entrance to this room is a secret door. Inside, thou wilt find a Tome of Power, a Shield, six Gargoyles, and some ammo. After thou hast looted the secret room, go back to the main room and head for the west end. Here thou wilt see that the entire western section of this room is a lava pit. Move along the edge to the southern side. Thou wilt be able to look across the pit and see the Yellow Key resting on a Teleporter in a small alcove. What thou canst not see, because the wall lies in thy way, is the Weredragon which guards the key.

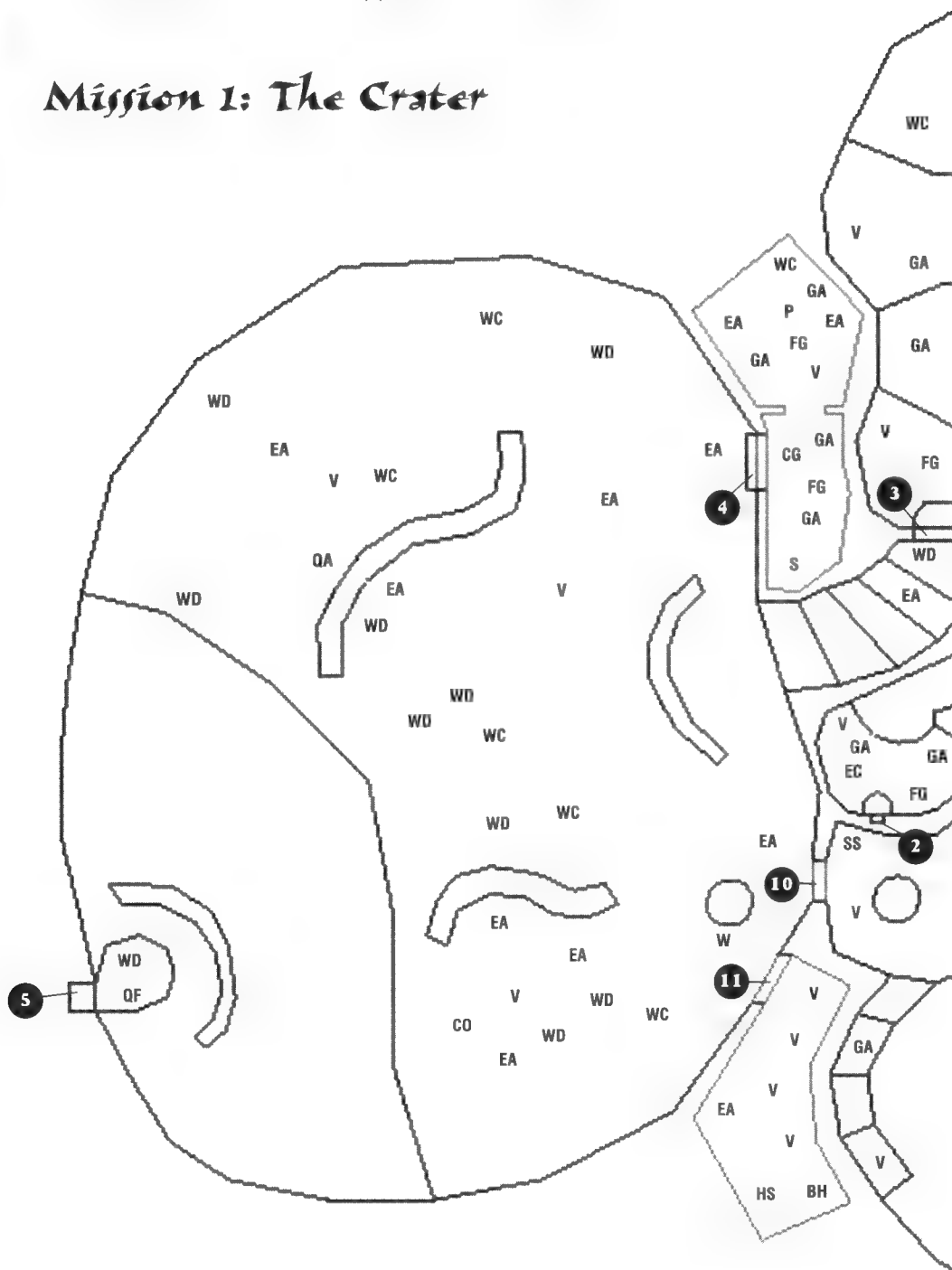
Thou hast two choices: Thou canst choose to use the Wings thou hast just found on the floor and fly to the key, or thou canst jump down and run to it. Running is not a bad idea if thy health is good. In either case, avoid the Weredragon and use the Teleporter. Thou wilt now find thyself back where thou didst begin. Go to the Yellow Door and open it. Thou wilt see a wide hall running to the southwest. Kill the Gargoyles thou findest here and head for the end of the hall. Step out of the hall, then back in. Thou shouldst have been able to see a swarm of Gargoyles, which will now head for thee. Pick them off as they come into view, then leave the hall. At the mouth of the hall is a landing with a column on it. Behind the column is a Shadowsphere.

Running southeast from the landing is a walkway with lava on either side and a Green Door at the end. There are steps leading down to the lava from the eastern and southern sides of the landing. Thou canst go down these and into the lava. From the eastern steps, thou canst run out and get the Green Key, which is on a small ledge. From the southern steps, thou canst run out and get a Dragon's Claw and some ammo. Once thou hast picked these up, head out onto the walkway until thou arrivest at a large column. Turn around and go to the back side of the column, where thou hast found the Shadowsphere. Thou wilt see that a secret door has opened, leading back into the room where the Weredragons were. When thou passest through the door, turn left; thou wilt find another secret door has appeared. Go through the door and thou wilt find a Bag of Holding, a Hellstaff, and some other artifacts. Pick

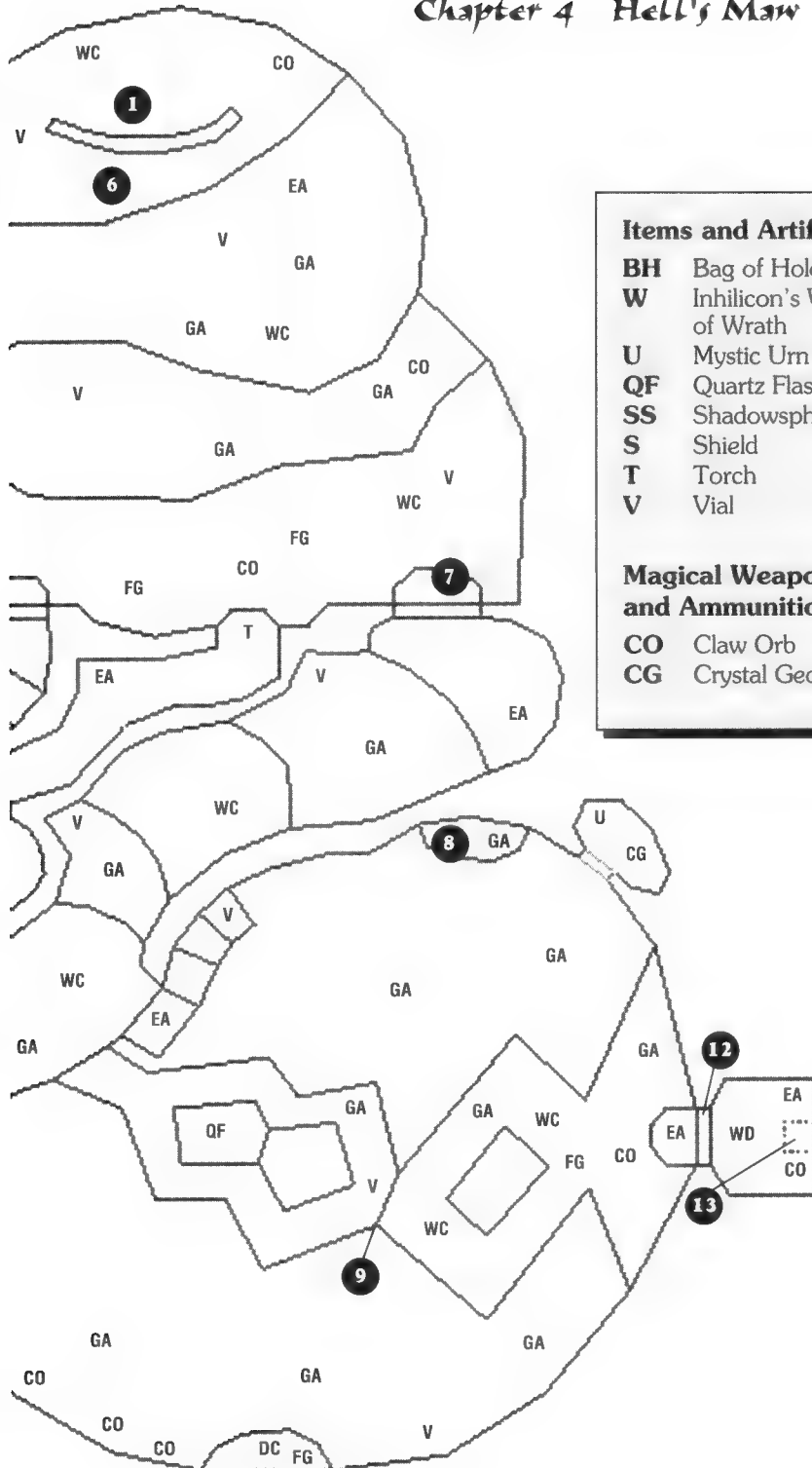


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Mission 1: The Crater



Chapter 4 Hell's Maw



Items and Artifacts

BH Bag of Holding
W Inhilicon's Wings of Wrath
U Mystic Urn
QF Quartz Flask
SS Shadowsphere
S Shield
T Torch
V Vial

DC Dragon's Claw
EO Energy Orb
EA Ethereal Arrows
EC Ethereal Crossbow
P Gas Pod
HS Hellstaff
QA Quiver of Ethereal Arrows
WC Wand Crystals

Magical Weapons and Ammunition

CO Claw Orb
CG Crystal Geode

Monsters

FG Fire Gargyle
GA Gargyle
WD Weredragon

The Heretic's Path

- 1 Start
- 2 Switch opens 3
- 3 Steel Door opened by 2
- 4 Secret Door
- 5 Yellow Key and Teleporter to 6
- 6 5 takes you here
- 7 Yellow Door
- 8 Green Key
- 9 Moving past this line opens 10 and 11
- 10 Secret Door opened by 9
- 11 Secret Door opened by 9
- 12 Green Door
- 13 Exit



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up all these things and hasten to the Green Door. When thou openest the door, thou wilt be confronted by a Weredragon. After thou killest it, grab the treasure on the floor and step onto the Teleporter.

Mission 2: The Lava Pits

Thou wilt begin in a small room facing east. When thou movest toward the east wall, it will open before thee. Thou wilt see that thou art on the east side of a large lava pit. Running about in the pit beneath thee will be two Sabreclaws, and several Gargoyles will be flying about over the pit. Move to the back of the room and kill the Gargoyles as they approach thee. Once they are dead, move to the edge and snipe at the two Sabreclaws until they are no more. Be careful—Undead Warriors will be throwing axes at thee from the northeast corner of the lake.

Looking down into the pit, thou wilt see 10 small islands in the lava, each with some artifact on it. From the ledge where thou standest, jump down to the island nearest thee. Thou wilt see that these islands are slightly different. The darker islands will begin to sink as soon as thou steppest onto them; the lighter-colored ones will not. Looking around, thou wilt see a door in the north wall and two openings in the east wall, one at the north end and one at the south end. Face north and watch for the Sabreclaw that will be coming through the opening in the north wall. After thou hast killed him, run to the opening in the south end of the east wall. Stop in the doorway. Thou must kill the Sabreclaw that appears here before continuing.

Just inside the door will be a short hall running north, with another Sabreclaw in it. As thou movest into the room, thou wilt see that most of it is divided in half by a stream of lava emanating from a lava fall near the east end. The stream flows to the west wall, where it disappears. On each side of the stream will be three pillars with Sabreclaws between them. Move through the room and kill all of the monsters.

On closer inspection, thou wilt see that there is a barred window near the top of the north wall, behind which are five Undead Warriors. These are the ones that were throwing the axes at thee at the beginning. On top of the lava fall, thou wilt see another Sabreclaw. Thou shouldst kill

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him now; it will make things easier later. At the bottom of the lava fall, thou wilt see the Yellow Key resting between two small platforms. Run across the stream, picking up the key on the way. After thou hast crossed, thou wilt see that the platforms have begun to rise and lower, providing access to the top of the fall. Thou canst ride them up and collect the artifacts at the top, or wait until later when there is an easier option. If thou feelest exceptionally daring, thou canst jump into the east end of the stream. Here it goes over another fall; at the bottom, thou wilt find a hoard of treasure, as well as a Sabreclaw and several Gargoyles. Once thou hast entered, the only way to leave this room is to take the Wings of Wrath that thou findest here and fly back out. If thou chooseth this option, thou shouldst take advantage of the Wings and fly up to destroy the Warriors in the window.

When thou hast finished in this room, head for the north opening in the west wall. Thou wilt be looking out on the lava pit. Line thyself up with the doorway in the north wall of the pit and run for it. Try to stop in the doorway. Inside are two Sabreclaws. From the doorway, thou shouldst be able to draw them out one at a time and visit thy wrath upon them. Now that the room is cleared, thou mayest enter. The room is shaped like a triangle, with Yellow Doors in both the east and west corners. Open either of the doors and step back. Three Sabreclaws will charge out at thee. Open fire on them and back up slowly.

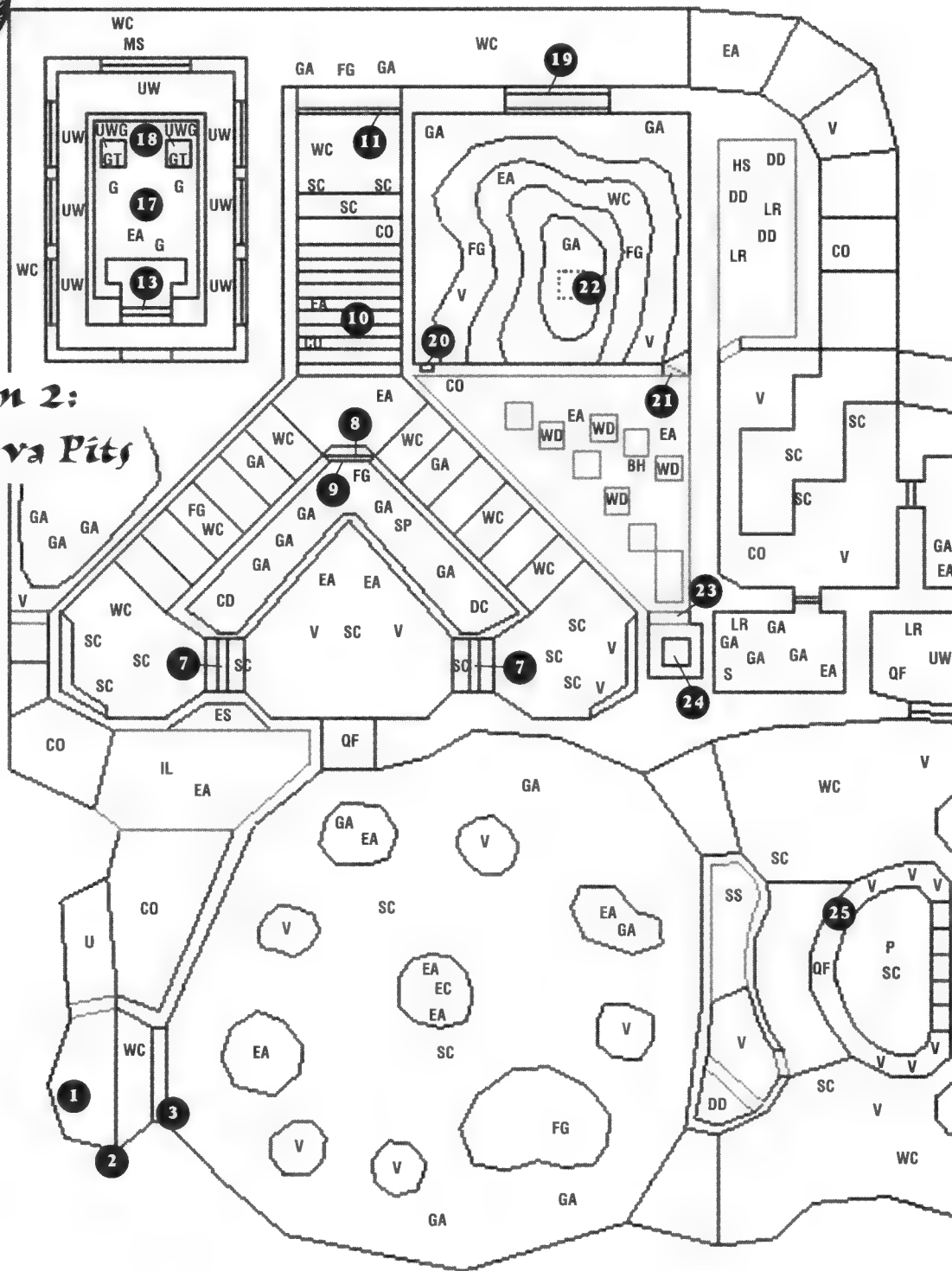
Once the way is clear, enter the room. Thou wilt find a stairway proceeding upward from the north wall, with two Gargoyles in it. The rooms behind the Yellow Doors are mirror images of one another, and the stairs come together at the top. Once thou reachest the top of the stairs, thou wilt have to deal with the evil creatures from the other room.

To the north will be a short hall, ending at a raised platform with three Sabreclaws atop it. Between the two stairways will be a switch. Kill all the Sabreclaws, then activate the switch. This will cause the section of the hall in front of the platform to rise, forming a staircase leading up to the platform. At the top of the stairs, thou wilt see that there is a wall at the back of the platform. Moving onto the platform will trigger the back wall to open and three Gargoyles will come out. It will also cause the opening of the section of wall on which the switch was mounted, releasing five more Gargoyles. Run back down the stairs and down either set of



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Mission 2: The Lava Pits



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The Heretic's Path

- | | | |
|---|---|---|
| 1 Start | 10 Stairs raised by 8 | 18 Green Key |
| 2 Crossing this line opens 3 | 11 Door opens on approach | 19 Green Door |
| 3 Secret Door opened by 2 | 12 Switch opens 13 | 20 Switch opens 21 and raises 22 |
| 4 Yellow Key | 13 Steel door opened by 12 | 21 Secret Door opened by 20 |
| 5 Lift platform | 14 Secret Door | 22 Pillar with exit raised by 20 |
| 6 Lift platform | 15 Secret Door opens when you enter 14 | 23 Secret Door |
| 7 Yellow Doors (2) | 16 Secret Door opens when you enter 15 | 24 Teleporter to 25 |
| 8 Switch raises 10 | 17 Platforms raise when you enter 13 | 25 24 takes you here |
| 9 Secret Door opened by moving up 10 | | |

Items and Artifacts

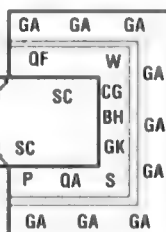
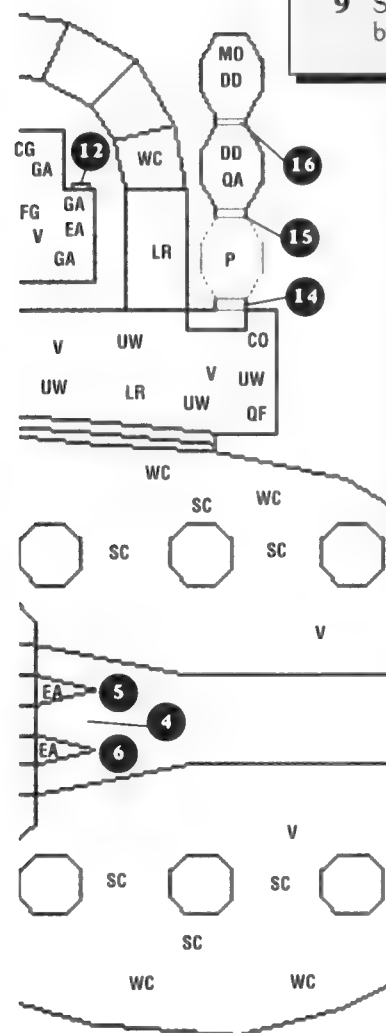
- BH** Bag of Holding
CD Darchala's Chaos Device
ES Enchanted Shield
MS Map Scroll
W Inhilicon's Wings of Wrath
U Mystic Urn
QF Quartz Flask
SS Shadowsphere
T Torch
S Shield
MO Torpol's Morph Ovum
I Valabor's Ring of Invulnerability
V Vial

Magical Weapons and Ammunition

- CO** Claw Orb
CG Crystal Geode
DC Dragon's Claw
EO Energy Orb
EC Ethereal Crossbow
P Gas Pod
GT Gauntlets
GR Greater Runes
HS Hellstaff
LR Lesser Runes
SP Mace Spheres
QA Quiver of Ethereal Arrows
WC Wand Crystals

Monsters

- DD** Disciple of D'Sparil
FG Fire Gargoyle
GA Gargoyle
IL Iron Lich
SC Sabreclaw
UW Undead Warrior
UWG Undead Warrior ghost
WD Weredragon





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stairs leading to the Yellow Doors. From the bottom, thou canst safely pick off most of the foul creatures.

Thou canst now move back up the stairs and finish off any remaining Gargoyles. Through the door where the switch was located, thou wilt find some artifacts, including a Dragon's Claw and a Chaos Device. Now go up the stairs to the platform. Through the north wall, thou wilt see a hall running from east to west. Move into the hall and head east. In the south wall, thou wilt see a Green Door. The hall continues east, then curves to the south. At the end of the hall is a room to the south and another hall running to the east. Inside the room are three Sabreclaws and two wooden doors. After killing the Sabreclaws, head for the wooden door in the east wall. Inside, thou wilt find three Gargoyles, a few artifacts, and a switch. Activate the switch and leave the room.

Behind the door in the south wall are three more Gargoyles and a small amount of treasure. Unless thou merely desirest to vent some rage, there is no reason to go in there. If thou feelest an overwhelming need for a Hellstaff, thou canst also open the secret door in the northwest corner of the room. Be forewarned, however: Three Disciples of D'Sparil are guarding the Hellstaff.

Go back to the hallway. Once again, if thou desirest to wreak some havoc, thou mayest take the hall to the east. At the end, thou wilt find the room with the five Undead Warriors who were throwing axes at thee earlier. If thou didst not smite them then, now is the time. In the north wall of their hideaway, between the hall and the east wall, will be a secret door. Open it and thou wilt find a Tome of Power in a very small room. Picking up the Tome will trigger another secret door in the north wall, revealing an identical room with a Disciple in it. Kill him and enter this room. Your action will trigger the opening of yet another door, revealing another Disciple guarding a Morph Ovum. Once thou hast finished here, head back up the hall leading to the Green Door.

Continue west past the door to the end of the hall. Here thou wilt see the north end of a building with windows in each of the walls. The hall will turn south and run down the west side of the building. Charge down the hall, firing on the Gargoyles at the end. Here thou wilt find a small pool of lava. Go around the pool and pick up the Ring of Invulnerability. Put the Ring on immediately and face north. Thou wilt see a doorway in

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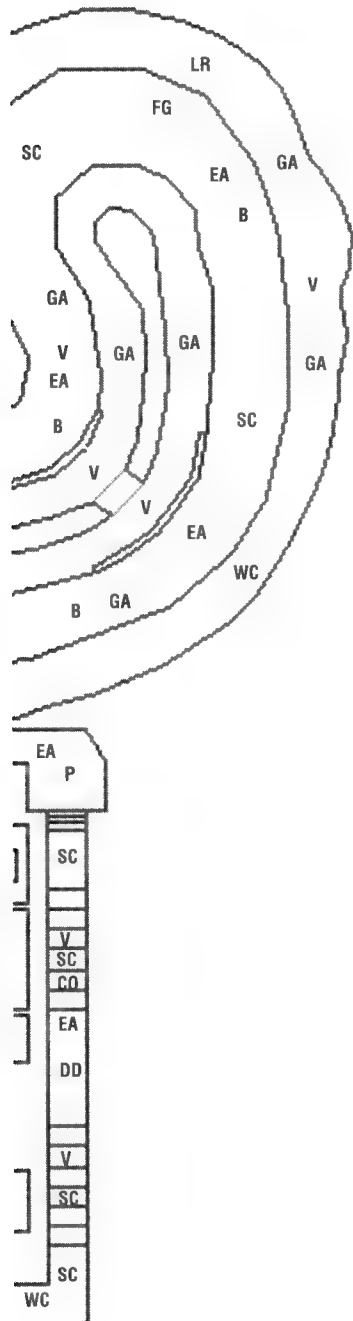
the south wall of the building, with a crowd of Golems and Undead Warriors coming through it. Blaze thy way through the doorway. Thou wilt see that this building has an inner and an outer wall, with a narrow hall between them. In the back of the inner room, thou wilt find the Green Key and two holes in the floor. As thou movest toward the key, an Undead Warrior ghost will rise from each of the holes. Grab the key and kill as many of these creatures as possible. If thou art sure thou hast enough invulnerability left, or if thou art simply tough enough, follow the hall between the walls to the back of the building, where thou wilt find a Map Scroll. The effects of the Ring will be wearing off, so thou shouldst make for the Green Door.

Behind the door thou wilt find three Gargoyles; kill them and enter the room. The middle of the room will consist of terraced steps leading up to a pillar. In the southwest corner, thou wilt see a switch. Activating the switch will raise the pillar and reveal a Teleporter. This is the exit. If thou art certain thou canst stand a bit more excitement, the switch also opens a secret door in the southeast corner. Behind this door is a triangular-shaped room with eight pillars in the middle. Resting among the pillars on the north side will be some ammo. Thou wilt also notice, in the center of the pillars, a Bag of Holding. Avoid the Bag for now and head for the wooden door in the south corner. Moving toward the door or the Bag will cause four of the pillars to lower, releasing the Weredragons that lurk atop them. On the other side of the door is a Teleporter. Step onto it. This will deposit thee on a short wall around the top of the lava fall that thou hast seen earlier. Scattered about the wall will be several crystal vials. The wall circles a pool of lava, in the center of which lies a Tome of Power. Grab the Tome and get off the wall before any of the Weredragons follow thee through the Teleporter. Head back to the exit and leave this level.

Mission 3: The River of Fire

Thou startest facing south, in the very center of the surrounding areas. Before thee is a small stream of lava flowing east and west to the infernal river, and south into a great lava lake; a divider wall is visible in the

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Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- ES** Enchanted Shield
- W** Inhilicon's Wings of Wrath
- QF** Quartz Flask
- MO** Torpol's Morph Ovum
- S** Shield
- TP** Tyketto's Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial
- U** Mystic Urn

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EO** Energy Orb
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- FM** Fire Mace
- FO** Flame Orb
- P** Gas Pod
- GT** Gauntlets
- GR** Greater Runes
- LR** Lesser Runes
- SP** Mace Spheres
- PR** Phoenix Rod
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- SC** Sabreclaw
- WD** Weredragon

The Heretic's Path

- 1** Start
- 2** Secret Door opens when you go down any of the 4 sets of stairs
- 3** Switch opens 4 and 5
- 4** Steel Door opened by 3
- 5** Steel Door opened by 3
- 6** Yellow Key
- 7** Yellow Door
- 8** Green Key
- 9** Secret Doors (3), open when you take 8
- 10** Green Door
- 11** Switch lowers 12
- 12** Blue Key on platform
- 13** Switch lowers 16 and 17
- 14** Blue Door
- 15** Blue Door
- 16** Lowered by 13, reveals Phoenix Rod
- 17** Lowered by 13, reveals Mystic Urn
- 18** Exit



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distance. Looking left and right, thou seest that thou art at the top of two staircases that lead down to the river, and a little farther to the south are two more. At the bottom of each staircase is a Sabreclaw; directly behind thee are three Weredragons, waiting behind a closed wall, which opens as soon as thou movest down any of the four stairways.

Evade their trap by running down the right/west stairway closest to thee, and blast the Sabreclaw coming up the stairs toward thee. By now the Weredragons are lumbering out, and the other three Sabreclaws are racing up each staircase to join them. At the bottom of the stairs, keep moving west, out of range of the Weredragon fireballs, keeping thine eyes open for incoming Gargoyles and Sabreclaws advancing on thee. When thou reachest the inside of the divider wall on thy side of the river, turn and join battle with anything that moves, checking thy back occasionally.

Once thou hast eliminated the immediate threats, thou canst travel around the inside path of the river, dispatching a moderate number of Gargoyles and Sabreclaws along the way, with the goal of cleaning out the river area, whose guardians are relatively weak by comparison with the dangers in areas to come. The river also contains a generous supply of all types of items, so cleansing it of dangers will be well worth thine effort, since thou wilt later have to pass this way again to open the Yellow Door.

After traveling around the entire course of the river, thou findest thyself on the other side of the Weredragons, but now thou hast adequate supplies to deal with them from a distance. Move to the bottom of either staircase and fire on them as they pace back and forth—they will not advance down the stairs, and at this distance thou canst sidestep their fireballs, though thou mayest wish to back away if any Sabreclaws advance, and to kill them before they can attack at close range. Once the top of the stairs appears quiet, climb and retreat cautiously to make sure there are no more surprises, then enter the north wall where the Weredragons emerged to reap the bounty of the items they guarded.

Now head south toward the lake, a large circular area full of burning lava and small volcanoes that constantly belch forth fireballs. Enter the area on the east side of the stream flowing north. Continue where the ledge curves around to the east; thou wilt find a locked iron door. A similar door lies on the other side of the stream to the west, but from here thou canst better see around the divider wall into the area behind it,

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where a small island is the only safe ground between thee and the platform on the south side, and Blue Doors lie at the east and west extremities. Several Gargoyles and Sabreclaws will advance, so retreat back to thy starting point to deal with them from a distance as they pursue thee. After drawing out as many enemies as possible, run at full speed to the small island, then, without slowing down, angle thy path toward the platform. Once there, thou canst turn and deal with any incoming creatures, because thou clearly wilt wish to spend as little time as possible on the burning lava. The switch here opens both of the iron doors to the north, and behind the divider wall thou canst now see a crossbow and arrows, as well as the currently inaccessible Blue Key.

Burn thy feet once more to reach the eastern door, and follow the narrow passage eastward until thou seest the Disciple at the end. Use the slightly curving walls for cover to kill it, then continue eastward to retrieve a Tome of Power that rests in front of the Green Door. Then travel back out to the western door, where a similar narrow passage leads westward to another Disciple guarding the Yellow Key and another Green Door. With the Yellow Key in hand, thou must now go back to the river of lava, and follow it once again around to the Yellow Door, picking up health and ammo on the way.

Inside the Yellow Door is a waiting group of three Gargoyles, which attack immediately. Kill them, then enter the large chamber, where the Green Key rests in poisonous water in a central depression. Taking the key opens sections of the surrounding walls on the north, east, and west sides, releasing the five Weredragons stationed at various points behind them. Retreat through the Yellow Door and turn to face them if thou desirest, for they guard a mace and other very useful items. Otherwise, leave them behind and head back to the lake to either of the Green Doors.

Both doors lead to long southward-tending corridors with a Disciple and several Sabreclaws in each, and with health and ammo along the way. As thou roundest the corner on the way to the trigger at the southernmost tip of the area, more Sabreclaws and two Disciples will advance from the trigger area. Kill them from a distance, then cautiously move toward the trigger, where more Sabreclaws may advance from the other side. Barred windows north of the trigger allow a view of the exit chamber, as well as two Disciples guarding it, which are likely to cast their spell



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attacks through the windows at thee. The one directly north of the trigger contains a Shadowsphere; the other two contain one quartz flask each. There is also a Tome of Power directly in front of the trigger, which lowers the barrier on the south side of the divider wall in the lake, making the Blue Key accessible. Leave the same way as thou camest, and head for the lake to retrieve the last key.

Behind the Blue Key is yet another switch; it lowers sections of the lava cascade between the stairways leading down to the river, where many valuable items are available if thou wilt pay the cost of singeing thy feet to reach them. Sacrifice the time and the health to get them; thou wilt need them for the battle to reach the exit.

Choose the Blue Door on the east side of the lake to enter, but first prepare to use a Tome or Ring on the horde of Weredragons and other nasties clustered in the rooms behind it. Activate thy special items, then charge in to do battle. The most effective weapon against them is the Fire Mace with an active Tome, for the bouncing death ball will kill anything with one shot for as long as the Tome retains its power. Each of the small adjoining rooms leading southward contains a pool of damaging liquids in the middle, so jog around them unless thou also hast an active Ring, destroying anything in thy path. As thou movest south from room to room, bypass the westward passage toward the exit and continue south, through a narrow open doorway into a room with no pool in the middle. The reason for choosing the eastern Blue Door now becomes apparent, for a large cache of ammo lies here, guarded by Sabreclaws. After taking all thou canst carry, activate more special items, if necessary, and blast thy way westward toward the exit. Behind the large southern door to the exit chamber are the two Disciples that fired upon thee earlier, so return their favor and clean up the items within before leaving.

Mission 4: The Ice Grotto

Thou startest in a small alcove facing an opening in the southwest wall. Through the opening, thou wilt see a frozen lake. Move through the opening and face west. Here thou wilt see two Gargoyles and the Green Door. Kill the Gargoyles and begin to make thy way to the south end of

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the lake. As thou movest south, keep an eye out for Gargoyles and Weredragons; they are everywhere in this area.

To the west, thou wilt see that the lake is bordered by a river of lava, on whose other side is a high, crenelated wall. On top of the wall, shooting at thee, are several Disciples of D'Sparil. Coming in from the sides of the lake are tall, steep walls, which divide up sections of the lake. As thou nearest the south end, thou wilt see a building with a Yellow Door in the center of its north wall. Just before thou arrivest at the building, thou wilt see an opening between two walls to the east. Inside the opening, thou wilt see a passage that runs northeast and another that runs southeast, then north. There will be a Weredragon in each; however, the one to the southeast holds the Yellow Key. Grab the key and head for the Yellow Door.

At the top of the building, on both the east and west sides thou wilt find openings, through each of which thou canst see a Disciple of D'Sparil. Exact thy vengeance from the Disciples, then pass through the door. In the middle of the room will be a stairway leading up to a platform on which rests a Phoenix Rod. Moving onto the platform will trigger secret doors in the east and west walls to open. Behind each is a Gargoyle and a Fire Orb. Thou wilt also notice a steel door in the center of the south wall. Get the ammo and head for the northeast corner of the room, where thou wilt find a Teleporter.

This will take thee to the west end of the top of the building, where thou wilt find a Tome of Power. Grab the Tome, jump off the building, and re-enter the Yellow Door. This time, go to the northwest corner of the room and use the Teleporter that thou findest there. This one will take thee to the east end of the top of the building and the Green Key. Grab the key, jump off the building, sprint across the lake to the north, and open the Green Door. Behind the door, thou wilt find two Weredragons and a Teleporter.

The Teleporter will take thee to the top of the south end of the crenelated wall. To the north will be several Disciples. Give them a taste of the Tome. Look down below the wall on the east side; there thou wilt see two Weredragons and two Sabreclaws. Kill these creatures and jump down. Thou wilt see a large cave with three buildings inside it. Thou wilt find the Blue Door in the east end of the southern wall. Follow the northern wall to the northwest corner, staying alert for Gargoyles and



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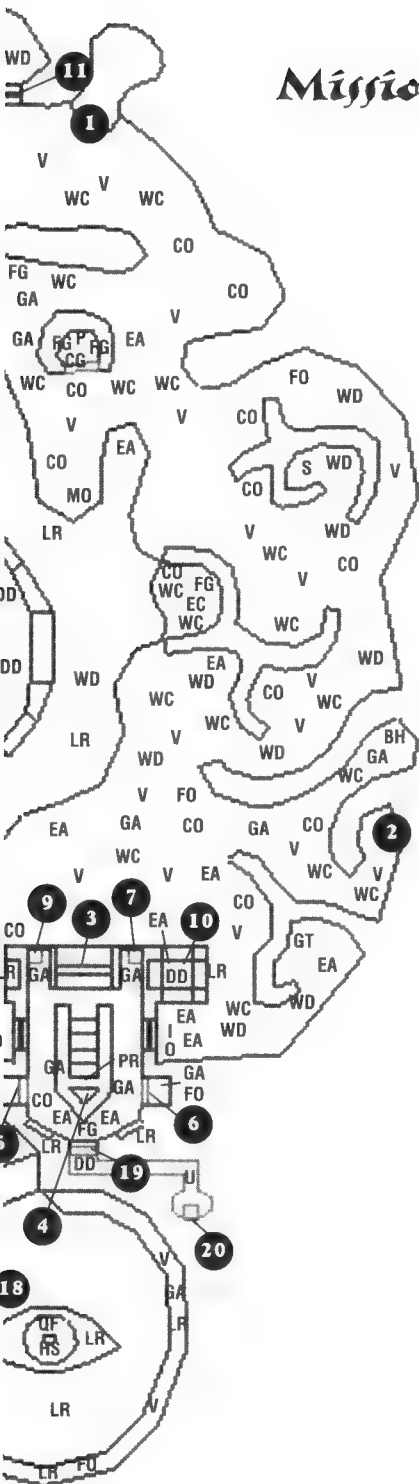
The Heretic's Path

- | | |
|-------------------------------------|------------------------------------|
| 1 Start | 11 Green Door |
| 2 Yellow Key | 12 Teleporter to 13 |
| 3 Yellow Door | 13 12 takes you here |
| 4 Phoenix Rod | 14 Switch opens door leading to 15 |
| 5 Secret Door opens when you get 4 | 15 Blue Key |
| 6 Secret Door, opens when you get 4 | 16 Blue Door |
| 7 Teleporter to 8 | 17 Wings of Wrath |
| 8 7 takes you here, reveals 9 | 18 Entering this room opens 18 |
| 9 Teleporter to 10 | 19 Secret Door |
| 10 Green Key | 20 Exit to Mission 9 |
| | 21 Exit to Mission 5 |

Chapter 4 Hell's Maw



Mission 4: The Ice Grotto



Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- W** Inhilicon's Wings of Wrath
- SS** Shadowsphere
- MO** Torpol's Morph Ovum
- I** Valabor's Ring of Invulnerability
- V** Vial
- TP** Tyketto's Tome of Power

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EC** Ethereal Crossbow
- FO** Flame Orb
- P** Gas Pod
- GT** Gauntlets
- HS** Hellstaff
- LR** Lesser Runes
- SP** Mace Spheres
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- IL** Iron Lich
- O** Ophidian
- SC** Sabreclaw
- WD** Weredragon



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Sabreclaws. Here thou wilt see a Disciple with a Tome of Power on a terraced platform. Kill him and grab the Tome.

Follow the west wall south, then head east. Follow the walls of the building around to the east side and move in front of the door. Inside will be a Sabreclaw and some Gargoyles. Fire on them through the doorway. Once the room is cleared, thou wilt see that the middle is a large lava pool. Along the south wall is a stairway leading up to a ledge on the west wall. Go up to the platform and through the doorway at the top. Beware of Weredragons. Thou wilt be in a hallway running north to south; thou shouldst go south. After several feet, the hall turns east. Here thou wilt encounter a Weredragon guarding a Map Scroll. Kill it and get the map. Thou wilt find a door in the south wall. Open it and kill the Gargoyles inside. Enter the room and flip the switch in the northeast corner. Leave this building the same way thou camest in and go to the south end of the building on thy right.

Thou wilt see a stairway leading up into the building. Inside the building, in the middle of some pillars, will be the Blue Key. After getting the Blue Key, head for the building in the northeast corner of this area. Thou wilt find a door in the east wall. Open the door and kill the Sabreclaw and Gargoyle inside. Go up the steps leading to the window in the west wall and get the Wings of Wrath that rest on the ledge.

At this point, thou canst decide whether thou shouldst head for the Blue Door or sack the place. If thou chooseth to sack it, there are several other doors and rooms, and the procedures for all of them are fairly similar: Open the door, blast the Gargoyles (and sometimes Sabreclaws), then enter the room and do a sweep for artifacts. Once thy pockets are full, head for the Blue Door. On the other side of the Blue Door will be a wide stairway leading up to the southeast. Along the stairway thou wilt encounter two Sabreclaws. At the top, thou wilt see a large round room with an Iron Lich in the northern end. Enter the room and back out. From here thou hast two options.

Option 1

Leave through the Blue Door and move to the base of the crenelated wall. Strap on thy Wings and fly over the wall to the Yellow Door. Enter and move to the back of the room. Here thou wilt find that the steel door

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thou didst see earlier is now open. Inside will be a Disciple of D'Sparil, standing in a hallway. After thou hast killed the Disciple, follow the hall to its end, where thou wilt find a Mystic Urn and a secret Teleporter that will take thee to mission 9.

Option 2

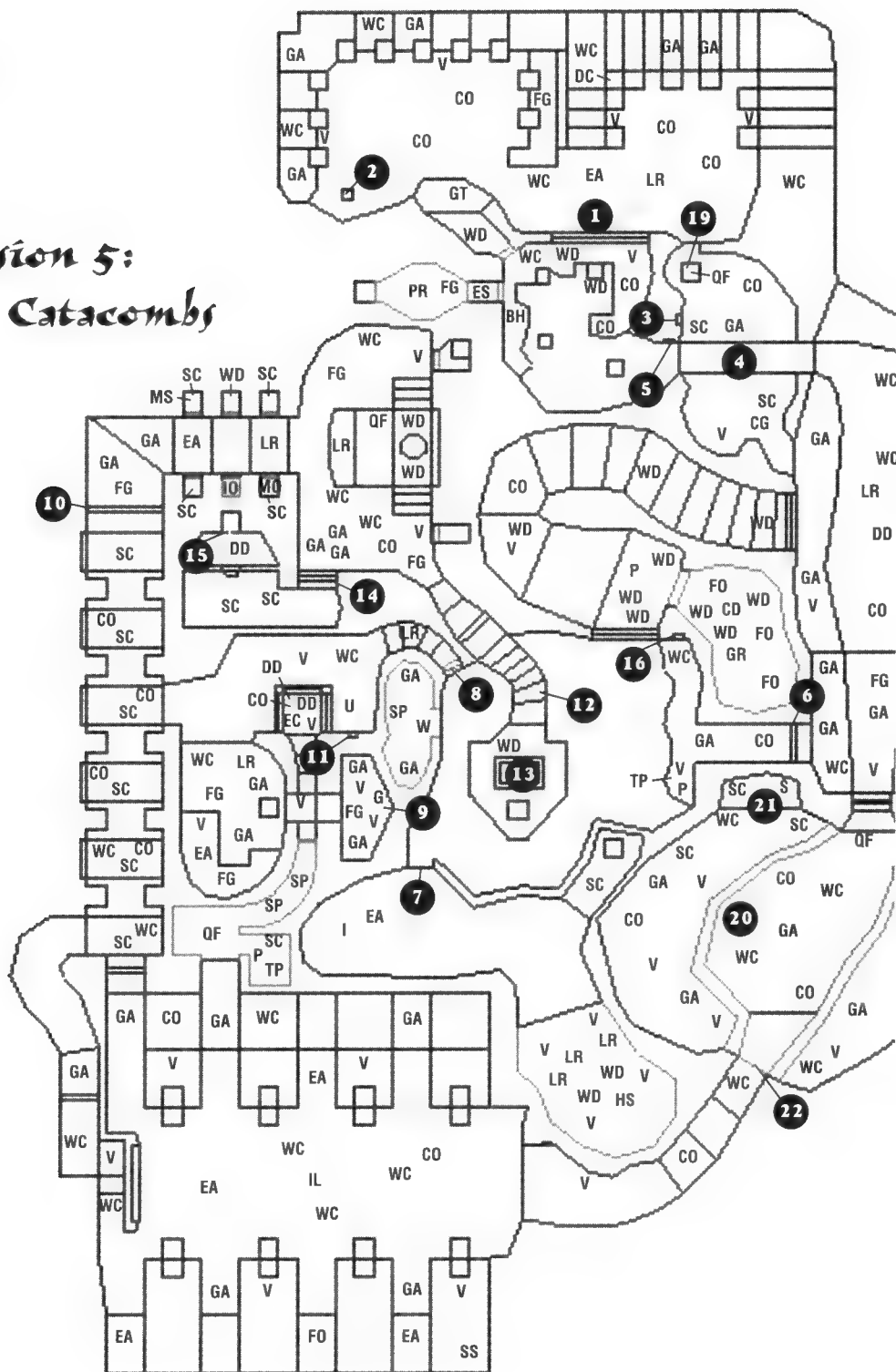
Break out the Tome and unleash its power on the Lich. Once he is dead, charge up the stairs at the north end of the room to their end, where thou wilt find the exit door. Open the door—thy Tome should still be working—and blast the Disciple on the other side. Thou mayest now go back to the round room and sack it before returning and using the Teleporter. This Teleporter will take thee to mission 5.

Mission 5: The Catacombs

Thou startest in a room that has pillared walkways on its north, east, and west walls. There is a stairway, leading up to the walkways, in the center of the north wall. Move to the east end of the room and face the stairway. Thou wilt see a Gargoyle between two of the pillars. Blast it and move to the southeast corner of the room, then turn thy back to the corner. This will attract all the Gargoyles that were hanging about the pillars out into the open, where thou canst get at them.

Once the air is clear, seek out all the treasure in the room. Be careful—on a ledge in the eastern part of the south wall is a Weredragon that will shoot at thee. Head up the stairs and, when they split, turn west. There will be a Gargoyle for thee to kill. Just past the stairs will be a narrow walkway to the south. At the end of it is an Energy Orb. Continue east until the walkway turns east. Move to the end, where thou wilt see the Yellow Key resting on a small pillar. Jump out and get the key.

Now go back up the stairs, and this time turn east. The walkway will turn east and start to climb. At the top, thou wilt see an alcove with a river flowing from its west wall into the alcove and off the east edge. The alcove will be guarded by a couple of Sabreclaws and some Gargoyles. A Disciple of D'Sparil will also come at thee from the river below. After thou hast killed all the monsters, move into the alcove. There will be a



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Items and Artifacts

- BH** Bag of Holding
- ES** Enchanted Shield
- W** Inhilicon's Wings of Wrath
- U** Mystic Urn
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- TP** Tyketto's
Tome of Power
- V** Vial

Magical Weapons and Ammunition

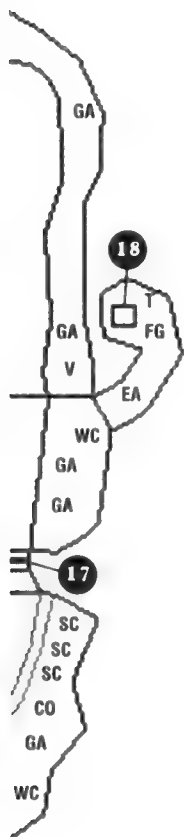
- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- FO** Flame Orb
- P** Gas Pod
- GT** Gauntlets
- GR** Greater Runes
- HS** Hellstaff
- LR** Lesser Runes
- SP** Mace Spheres
- PR** Phoenix Rod
- QA** Quiver of Ethereal Arrows
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- IL** Iron Lich
- SC** Sabreclaw
- WD** Weredragon

The Heretic's Path

- 1** Start
- 2** Yellow Key
- 3** Switch lowers 4
- 4** River bed lowered by 3
- 5** Switch lowers 4
- 6** Yellow Door
- 7** Entering here opens 8
- 8** Door, opened by entering 7
- 9** Green Key
- 10** Green Door
- 11** Switch raises 10
- 12** Stairs raised by 9
- 13** Blue ey
- 14** Blue Door
- 15** Exit
- 16** Switch opens 15
- 17** Steel Door opened by 14
- 18** Teleporter to 17
- 19** 16 takes you here
- 20** Walls, lower when you go to south end of room
- 21** Entering alcove opens 20
- 22** Secret Door opened by 19





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switch beside the river in the east wall. This will cause the riverbed to lower, which will allow thee to jump down into it and enter a secret room to the west.

Inside this room will be two Weredragons, some minor treasure, and a Bag of Holding. To leave this room, use the switch in the wall to the north of where thou didst enter. It offers little but target practice. Jump off the eastern side of the alcove.

Here thou wilt see that the river flows to the south and over another waterfall. There will be a large steel door in the west wall. Head south and over the falls. Kill the three Gargoyles that thou findest at the bottom, then look about. Thou wilt see a Yellow Door in the west wall and an opening in the east wall. Thou wilt also see that there is a steel door at the south end of the river. Enter the opening and kill the Gargoyle inside.

Here thou wilt also find a Teleporter, which will take thee back to the alcove. Open the Yellow Door and kill the Gargoyle behind it. Thou wilt be in a short hall leading to a ledge on the east side of a deep lava pit. In the center of the pit is a platform, just below thee but too far to jump, on which thou wilt see the Blue Key and a Weredragon. Kill the Weredragon from the hall. On the south end of the ledge is a Tome of Power; on the north end is a switch. Grab the Tome and pass back into the hall. There is a window in the north wall, beside the switch, with a couple of Weredragons behind it. Here thou hast two options.

Option 1

If thou art in very good health, thou canst jump down into the lava and head around the center platform to the southwest corner, where thou wilt find an opening. Step inside, then back out. Inside, thou wilt have seen a Ring of Invulnerability, but the two Sabreclaws guarding it would very likely ensure thy death before thou ever hadst an opportunity to use the Ring. Continue to the northwest corner, where thou wilt find a doorway. The reason that thou didst not come directly here is that the doorway was blocked until thou didst run into the other opening.

In front of thee will be a stairway winding to the west. Here thou wilt be in a flooded room. Activate the switch thou seest in the south wall. In the middle of the south wall will be a room with a window about 10 feet up, behind which is a Disciple of D'Sparil. Go around the room to the

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west, where thou wilt see a Sabreclaw. Kill him and turn south. Here thou wilt see another section of the room, with four Gargoyles in it. Kill the Gargoyles and move to the south end of the room.

As thou approachest, a pillar beside the east wall will lower. Move onto the top of it and ride it up. When the pillar is up, thou wilt see a short corridor leading to a small room. In the room will be the Green Key and three Gargoyles. Retrieve the key and move toward the opening in the west wall. Get out thy Tome and charge through the opening, then turn north, blasting away. Here thou wilt run into the Green Door. Turn thy back to it and sweep the hall clean.

Option 2

Go to the north side of the pillar and activate the switch. Pass back out through the hall; thou wilt see that the steel door at the south end of the river has opened. If thou art really thirsty for blood, thou canst use the Teleporter, which will take thee back to the alcove at the head of the river. Drop off the ledge to the river below, where thou wilt see that the door in the west wall has opened. If thou really hast the desire, thou canst go in, but even if thou dost manage to kill all six of the Weredragons inside, the spoils are not truly worth the effort.

Head down the river to the south and through the door. Here thou wilt find another waterfall, after which the river continues south and disappears into the wall. Pick up all the treasure on the floor, then move to the southern end of the river. This will trigger the east and west walls to open, releasing several Sabreclaws and Gargoyles. Keep moving quickly around the room and shooting at the noxious creatures. If thou movest fast enough, thou wilt suffer little or no damage. Once they are all dead, go to the alcove in the north wall, where thou wilt find a Shield. Moving into the alcove will trigger the wall at the south end of the river to open.

Head south and go through the opening. The river will empty into a large room, with large pillars along its north and south walls. Thou wilt find an Iron Lich and some Gargoyles in this room. Avoid the Lich and head for the southern end of the west wall. Here thou wilt find a stairway leading to a hall running north. There will be a door a few feet from the start of the hall, with a Gargoyle behind it. Kill the Gargoyle and move to the end of the hall. At the end, thou wilt be looking down upon a



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Sabreclaw standing in the river. Get out the Tome and smite him, then jump down. Face north and open fire on the other Sabreclaws in the hall. Once thou hast dispatched them all, move north until thou comest to an opening in the east wall.

Enter the room and turn south. Here thou wilt see four Gargoyles. After killing them, move to the south end of the room. This will cause a pillar along the east wall to lower. Get on top and ride it up. When the pillar is up, thou wilt see a short corridor leading to a small room. In the room will be the Green Key and three Gargoyles. Retrieve the key, jump off the pillar, and go to the east end of this room, where thou wilt find a switch. Activate the switch, go back into the hall where all the Sabreclaws were, and turn north. Here thou wilt find the Green Door.

End

Open the Green Door and dispatch the three Gargoyles on the other side. Thou wilt see a stairway going up to the east. At the top, thou wilt see two Weredragons on a platform. Kill them from the stairs, then step into the room and back out. This should attract the attention of the Gargoyles inside and draw them in front of the hall, where thou canst clip their wings. Once the room is cleared, enter it and pick up the artifacts. Go to the north side of the platform. Here thou wilt find a secret door in the east wall. Inside is a Teleporter, which will take thee to a small room containing a Phoenix Rod and a Gargoyle.

Tidy up the room and step back onto the Teleporter. Open the door in front of thee; thou wilt find that thou art now on the south side of the platform. In the west end of the south wall will be a Blue Door; in the east end will be a wooden door. Open the wooden door and thou wilt see stairs that lead out to the Blue Key thou didst see earlier. Run out and get the key.

If thou didst not kill the six Weredragons in the hall earlier, some of them will be trying to shoot thee now. If thou movest quickly, however, they may not even manage to fire a shot. Go back to the Blue Door and open it. On the other side will be a hall running to the west, with two Sabreclaws in it. At the end of the hall in the north wall will be an exit door. Behind the door is a Disciple of D'Sparil. Disrobe him and make him renounce his vows, then enter the room and step onto the Teleporter.

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Mission 6: The Labyrinth

Thou startest in a small building facing the north wall, which has a wooden door in the middle and shuttered windows on each side. Opening the door will also open the windows. Outside, thou wilt see a frozen stream winding to the north, bordered on each side by pools of lava. Question not the logic of that, for there is none.

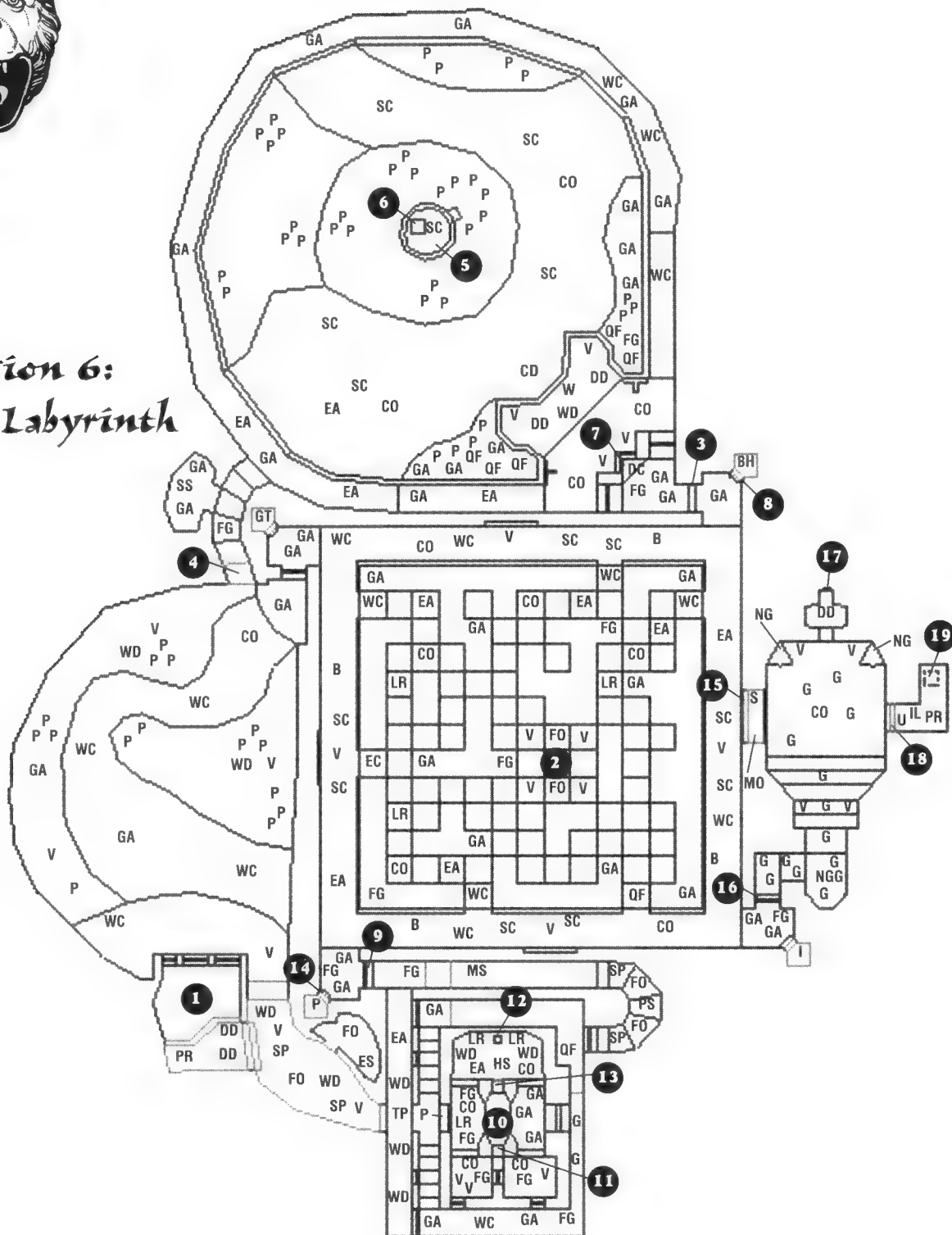
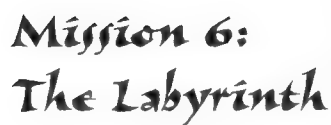
Thou wilt see three Weredragons and several Gargoyles. Stay in the building and fire through the door and the windows until thou hast killed them all. Once the way is clear, head out across the ice to the door at the north end. Behind the door will be two Gargoyles. After thou hast killed them, face east. Thou wilt be looking into a large room with another large room in the middle. There is ice all the way around the center room. Thou wilt see two Sabreclaws approaching thee. Kill them and move onto the ice.

Face south and kill the two Sabreclaws and the Gargoyles that will be coming at thee from this direction. Work thy way around the inner room, killing all the monsters and picking up all the treasure. As thou movest around the inner room, thou wilt find the Blue Door in the southeast corner, the Yellow Door in the northeast corner, and the Green Door in the southwest corner. Be careful on the south side—there will be a Weredragon in the window on the east end.

Thou wilt notice a large mural on the outside east wall. This is a secret door. Opening it will reveal a Morph Ovum and a Shield in front of a large barred window. Through the window, thou wilt be able to see a room below, in which Disciples, Golems, and a Weredragon are running about. Visit your fury upon a few of these creatures and enter the inner room through the nearest opening.

Thou wilt see that the varying heights of the ceiling and floor create a maze of sorts, which is hard to traverse. Work thy way to the middle of the room, killing any Gargoyles thou seest along the way. In the middle, thou wilt find the Yellow Key. If thou needest supplies, search through the room and thou wilt find many artifacts. After thou hast swept the room, go to the Yellow Door.

Opening the Yellow Door will reveal two Gargoyles in a small triangular room. There is a Dragon's Claw, which thou canst not reach, on a ledge in the northwest wall. Thou wilt also see wooden doors in the



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Items and Artifacts

B	Delminalita's Time Bomb of the Ancients
CD	Darchala's Chaos Device
ES	Enchanted Shield
W	Inhilicon's Wings of Wrath
U	Mystic Urn
QF	Quartz Flask
SS	Shadowsphere
S	Shield
I	Valabor's Ring of Invulnerability
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
DC	Dragon's Claw
EA	Ethereal Arrows
EC	Ethereal Crossbow
FM	Fire Mace
FO	Flame Orb
P	Gas Pod
GT	Gauntlets
HS	Hellstaff
IO	Inferno Orb
LR	Lesser Runes
SP	Mace Spheres
PR	Phoenix Rod
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
G	Golem
IL	Iron Lich
M	Maulotaur
NG	Nitrogolem
SC	Sabreclaw
WD	Weredragon

The Heretic's Path

- 1 Start
- 2 Yellow Key
- 3 Yellow Door
- 4 Secret Door opens on approach
- 5 Green Key
- 6 Teleporter to 6
- 7 Dragon's Claw
- 8 Secret Door opens when you exit 3
- 9 Green Door
- 10 Blue Key
- 11 Teleporter to 12
- 12 11 takes you here
- 13 Secret Door only opens from north side
- 14 Secret Door opens when you exit 9
- 15 Secret Door
- 16 Blue Door
- 17 Switch opens 18
- 18 Exit Door
- 19 Exit



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eastern and northern corners. Killing the Gargoyles will attract the attention of a Weredragon and at least one of the Disciples of D'Sparil, which will come through the wooden doors. After killing them, go through either door. If two Disciples did not come through the doors, that means another will be on the other side, so be careful.

Thou wilt be in a small open area with an alcove on the northwest side. There will be walkways leading from both the northern and western ends. Go to the walkway on the west side and pass down it. After a few feet, thou wilt come to an opening in the south wall. This will be a hall, with a few Gargoyles in it, leading back to the area outside the building in which thou didst begin. In the hall will be a chamber in the east wall where thou wilt find a Fire Mace. Go back to the walkway, where thou wilt see an opening in the inner wall.

From here, thou canst see that the walkway curves around a large circular pit, at the bottom of which is a frozen lake. In the middle of the lake is a column surrounded by lava that runs to the west wall. Around the lake, thou wilt see several Gargoyles, some Sabreclaws, and a Weredragon, as well as alcoves filled with lava in the north, east, and south walls. Kill as many of the monsters as thou canst from here, then jump down to the ice. Collect the artifacts thou findest there and, if it suits thee, the treasure in the alcove as well.

Run across the lava to the door in the northeast side of the column. Open the door and kill the Sabreclaw inside. Inside, thou wilt also find the Green Key and a Teleporter, which will take thee to the ledge with the Dragon's Claw on it that thou sawest when thou camest through the Yellow Door. As thou leavest through the Yellow Door, a secret door will open, revealing a Bag of Holding. Grab it and go to the Green Door.

Open the Green Door and blast the Gargoyles on the other side. Just inside the door will be a hall running south, with three Weredragons in it. After finishing off the Weredragons, move down the hall. Thou wilt see, in the east wall, a doorway with two windows on each side. Thou wilt be able to fire through the windows at the north and south ends, killing some Gargoyles. This will help thee in a few minutes. Go through the doorway; here thou wilt see a Tome of Power. Behind it is an opening, through which thou canst see a couple of Gargoyles. There will be stairs

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running down to the north and south. Grab the Tome, eviscerate the Gargoyles, and head down the stairs to the south.

At the bottom will be a hall running east with two doors in its north wall. Behind each door are two connected rooms, containing some Gargoyles and crystal vials. Thou hast no need of entering these rooms, but if thou dost enter them, be sure to take the opportunity to blast some Weredragons. In the north wall of each room will be a window, through which thou wilt see another room with the Blue Key in the middle. Across this room will be windows, behind which are four Weredragons. Thou shouldst be able to smite them from afar, then go back to the hall.

Follow the hall until it turns north. At the end will be a wooden door in the west wall. Behind this door is the Blue Key. If thou hast killed off the Weredragons, thou canst pick up the key and use the Teleporter, which will take thee to the room that all the Weredragons were in, so that thou wert unable to take their treasure. If thou didst not kill the Weredragons, run in, grab the key and get out.

On thy way out, thou wilt see that the hall no longer ends by the door. Instead, thou canst continue down the hall, where thou wilt find a door in the north end of the east wall. This will be a stairway that curves around to the south and turns into a hall. At the end of the hall is a Map Scroll, but as thou approachest, the end wall will lower and the hall will lead thee back to the Green Door. From here, thou must go to the Blue Door.

When thou openest the Blue Door, thou wilt be faced with three Golems. Just past them will be a short hall running to the east, at the end of which will be a few more Golems. This is a landing with a stairway running down to the north. Thou wilt recognize this room; thou didst fire down into it earlier. The confusion created by thee caused many of the inhabitants to kill one another. Grab a Tome and dispatch the rest. At the north end of the room will be an alcove, with a switch and at least one Disciple of D'Sparil in it. After disposing of the Disciple, activate the switch. This will cause a stained-glass window in the east wall to rise, releasing an Iron Lich. Give it a taste of the Tome and enter the room. Inside the room, thou wilt find a Phoenix Rod and a Teleporter, which will take thee out of this level.



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Mission 7: The Great Hall

Thou startest on a raised platform in the middle of a large lava pit. There will be a walkway running to the southwest. Follow the walkway to the end, killing the two Sabreclaws and numerous Gargoyles along the way. At the end of the walkway, jump to the doorway that thou wilt find in the outer wall. If thou dost not manage to jump far enough, thou wilt land on a Tome of Power. Run through the lava and around to the middle of the walkway on the east side. There thou wilt find a dry area with a switch, which will raise a step that allows thee to get to the doorway. Go back around and enter the doorway.

Here thou wilt find a stairway leading up to the southwest. At the top will be a large circular room with a divider in the middle. Several Sabreclaws and Gargoyles will set upon thee. Back down the stairs and kill them. Once the room is cleared, enter it. Inside the room, thou wilt find a wooden door in the southeast corner and a Green Door in the middle of the north wall. On the east side of the Green Door will be a window, through which thou wilt be able to see some Sabreclaws, Weredragons, and Gargoyles. Kill all of the monsters thou canst shoot from here. Now head for the wooden door.

On the other side of the wooden door will be a short hall to the south, with a Gargoyle in it and wooden doors in its south and west walls. Open the door in the south wall; thou wilt find a room full of stacked crates, with two Sabreclaws and several Gargoyles hiding in them. Back up the hall and clear out the room. Atop the crates will be some treasure; in the middle of the room will be the Yellow Key, on a stack of crates. Climb up and get the key, then activate the switch on the south wall. Go back to the hall and open the door in the west wall. Inside will be a room divided into three areas, with five Golems in it. In the south wall, thou wilt see the Yellow Door.

On the other side of the Yellow Door, thou wilt find an Undead Warrior in a hall that runs to the west, then turns north, where thou wilt find a Golem and a switch. Activate the switch and go back to the room with the crates. Here thou wilt find that a new door has opened in the east end of the north wall. Through the door, thou wilt see a stairway running down to the north, leading to the Blue Door. On each side of the

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stairs will be a ledge. Thou wilt find several Gargoyles hanging about in here, along with some Sabreclaws; thou shouldst kill all of these now. Move down the ledge on the east side, where thou wilt see two open doors leading into a large room containing three Weredragons and a couple of Sabreclaws. There will be a set of terraced steps leading up to a switch on the east wall. Once thou hast killed all the foul creatures, enter the room and go up the steps—which will lower the top section, allowing thee access to the switch—then move to the ledge on the west side of the stairs outside.

In the middle of this ledge will be an alcove with doors in its north and south walls. The south door leads to a room with a Gargoyle and a Map Scroll in it. The north door leads to a room with a Gargoyle and the Green Key in it. Grab the key and go to the Green Door.

When thou openest the Green Door, the room on the other side should be empty except for the carcasses of the monsters thou hast shot through the window. Go to the northeast corner, where thou wilt find a door leading into a large room with several Sabreclaws and the Blue Key in it. After killing all the evil creatures, grab the key and head for the stairs leading down to the Blue Door.

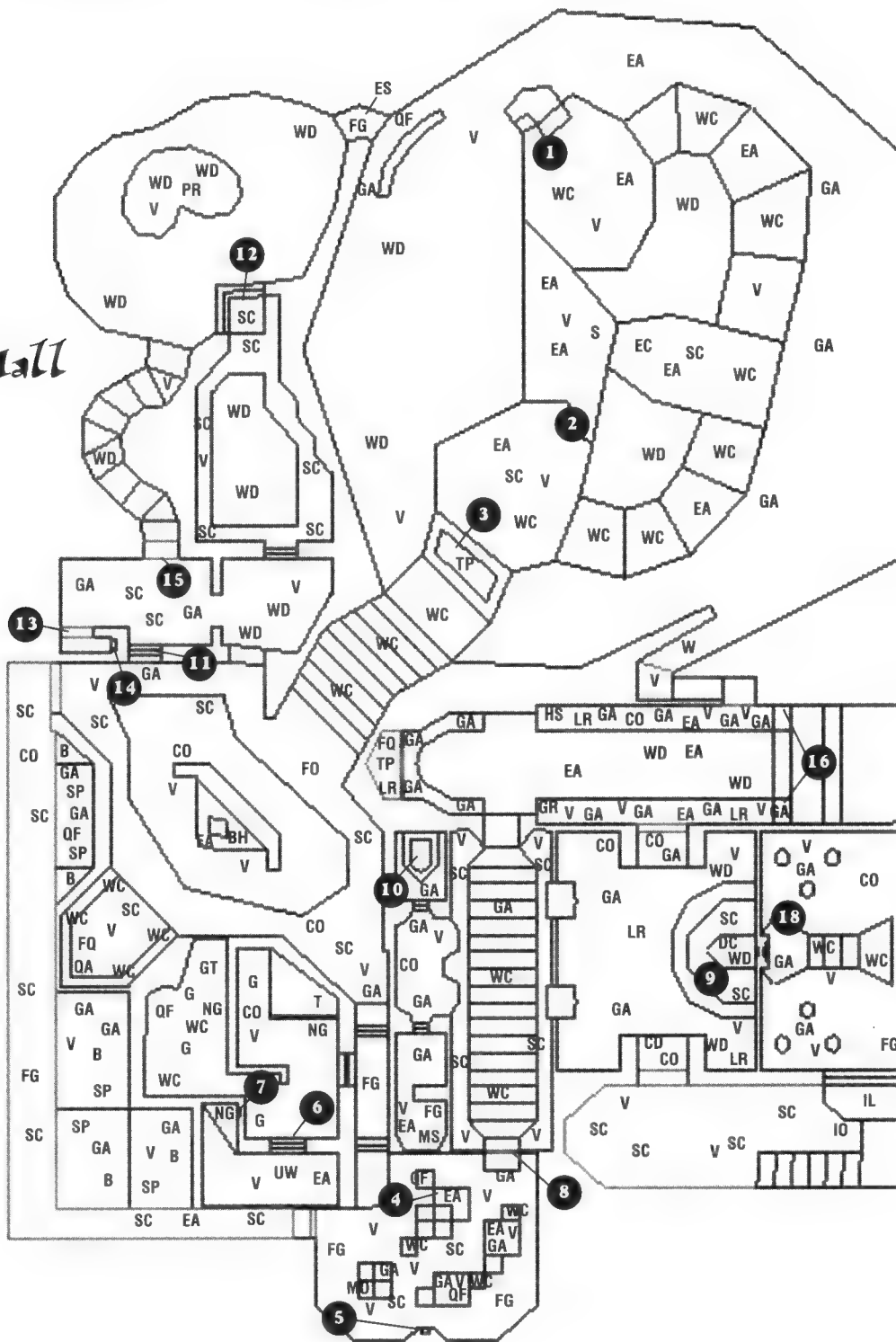
When thou reachest the bottom of the stairs, thou wilt be in a hallway running from east to west, in which thou wilt find several Gargoyles and three Weredragons. After thou clearest the hall, move toward the east end, where thou wilt see that the hallway widens and ends at the Blue Door. As thou movest toward the door, platforms in the north and south wall will lower. These platforms go up to walkways on each side of the hall, which have some treasure on them. If thou goest up on the north side, thou wilt find a doorway in the middle that leads back to the lava pit where thou didst begin. If thou goest up on the south side, there will be an opening leading into the room that had the terraced steps leading up to the switch.

As thou goest through the opening, thou wilt see a section of the opposite wall open, leading into a room running east to west, whose east end is lower. There is a stairway running down along the south wall. There will be several Sabreclaws on the top section, and an Iron Lich and a Disciple at the bottom, looking out through a barred window. It might be wise to avoid this section, but the making of that decision rests with thee. In any event, thou wilt next open the Blue Door.



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Mission 7: The Great Hall



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Items and Artifacts

- B** Delminalita's Time Bomb of the Ancients
- ES** Enchanted Shield
- W** Inhilicon's Wings of Wrath
- MS** Map Scroll
- U** Mystic Urn
- QF** Quartz Flask
- S** Shield
- T** Torch
- MO** Torpol's Morph Ovum
- TP** Tyketto's Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

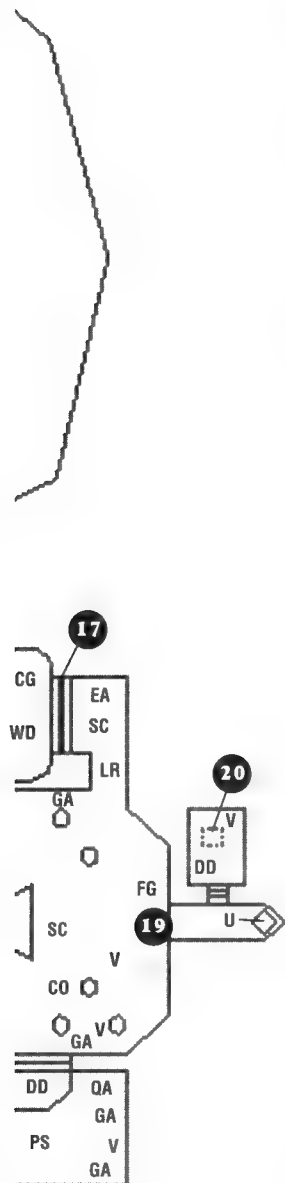
- CO** Claw Orb
- CG** Crystal Geode
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- FO** Flame Orb
- P** Gas Pod
- GT** Gauntlets
- GR** Greater Runes
- HS** Hellstaff
- IO** Inferno Orb
- LR** Lesser Runes
- SP** Mace Spheres
- PR** Phoenix Rod
- QA** Quiver of Ethereal Arrows
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- G** Golem
- IL** Iron Lich
- NG** Nitrogolem
- SC** Sabreclaw
- UW** Undead Warrior
- WD** Weredragon

The Heretic's Path

- 1** Start
- 2** Switch raises 3
- 3** Step raised by 2
- 4** Yellow Key
- 5** Switch lowers platform 4 is on
- 6** Yellow Door
- 7** Switch opens 8
- 8** Secret Door opened by 7
- 9** Switch, lowers platform 10 is on
- 10** Green Key
- 11** Green Door
- 12** Blue Key
- 13** Secret Door opens when you get 12
- 14** Switch opens 14
- 15** Secret Door opened by 13
- 16** Platforms, lower on approach
- 17** Blue Door
- 18** Switch opens 19
- 19** Secret Door opened by 18
- 20** Exit





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Through the Blue Door will be a room with many pillars and a wide stairway running up to a switch on the east wall. When activated, the switch opens a secret door in the west wall. Be careful—if thou didst not kill the Lich and the Disciple, they will be looking at thee through a window in the south wall. There will be an exit door, inside the door opened by the switch, with a Disciple behind it. Kill him and get onto the Teleporter, and thou wilt move on to the next portion of the quest.

Mission 8: The Portals of Chaos

When thou startest this level, thou wilt be in a small room facing south, with a switch in front of thee. Before activating the switch, be warned—this level is very simple but very dangerous. The room in which thou art is at the north end of a large diamond-shaped area. This area is surrounded by a perimeter wall, and there is another wall around the inside of the diamond, creating a wide walkway all the way around it. Along this walkway, thou wilt encounter several of each type of monster thou hast seen so far. When thou dost activate the switch, the walls around them will lower, so thou must act fast. Forget the idea of a stand-up fight. The best way to deal with this situation is to flee.

When the walls lower, thou wilt see a wall in front of thee, with openings at the east and west ends. Ignore the Gargoyles flying about, and run as fast as possible toward the opening at the west side. Thou wilt see more monsters here, but do not even consider slowing down. Run as if thy life depended on it—for it does!—all the way around the diamond. As thou makest the circuit, thou wilt pass a set of stairs in the inside wall on the east side. Pass the stairs on thy first time around; on thy second lap, ascend them. All thy running about will have caused great confusion among the monsters and they will begin to kill each other, which will be of immeasurable benefit to thy quest.

At the top of the stairs, thou wilt be on a landing and there will be another stairway running down into the middle of the diamond. Charge down the stairs into the middle, where thou wilt see a small pond with a platform. Run around the outside wall until thou seest a chance to cross the pond. Around the pond will be some small sections of wooden wall and what appear to be frames. The frames are actually Teleporters,

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which will take thee back to the top of the stairs that thou hast used to get here the first time. Hanging about the pond, thou wilt see three examples of a new species of monster, the Maulotaur. Maulotaurs are not to be trifled with. Run across the platform and grab the Ring of Invulnerability on top of it, then head back up the stairs and back to the outer walkway.

While thou wert doing laps, thou shouldst have noticed that there was a stairway in the middle of the walkway on the west side. Beside the stairs, there is a small curved section of wall close to the outside wall. If thou runnest up the stairs, it will open a secret door behind the curved wall, inside of which are some artifacts. Thou wilt also have noticed a shallow pit on the south side with an Iron Lich in it, as well as a platform in the center with some treasure on it. Crossing this will open a secret door behind another small curved wall on the east side. There will be some more artifacts inside this door.

Continue making thy laps around the outside and thou wilt see that sections of the inner wall at the north and south ends have lowered, allowing thee access to the middle. Make a few more passes through the middle until thou seest that most of the monsters are dead. When thou feelest comfortable, use a Tome of Power and fire on one of the Maulotaurs. Use any artifacts in thy possession that may help. Remember, thou canst not take them with thee! Concentrate on one Maulotaur at a time. Thou art better off with two healthy Maulotaurs and one dead one than three slightly injured ones. If the situation becomes too dangerous, pull out and come back a bit later. Remember, "A Sidhe who fights and runs away will live to fight another day." Once all three of the Maulotaurs are dead, use one of the Teleporters and thou wilt have successfully finished Episode Two.

Mission 9: The Glacier

Thou startest this level facing north in a long hallway running north. Behind thou wilt be the Blue Door. Scattered along the hall will be several Gas Pods. In front of thee will be several Pods resting on a short stairway going down. Push the Pods to the bottom of the stairs, then back up and fire at them. The resulting chain reaction will clear the hall of some of the



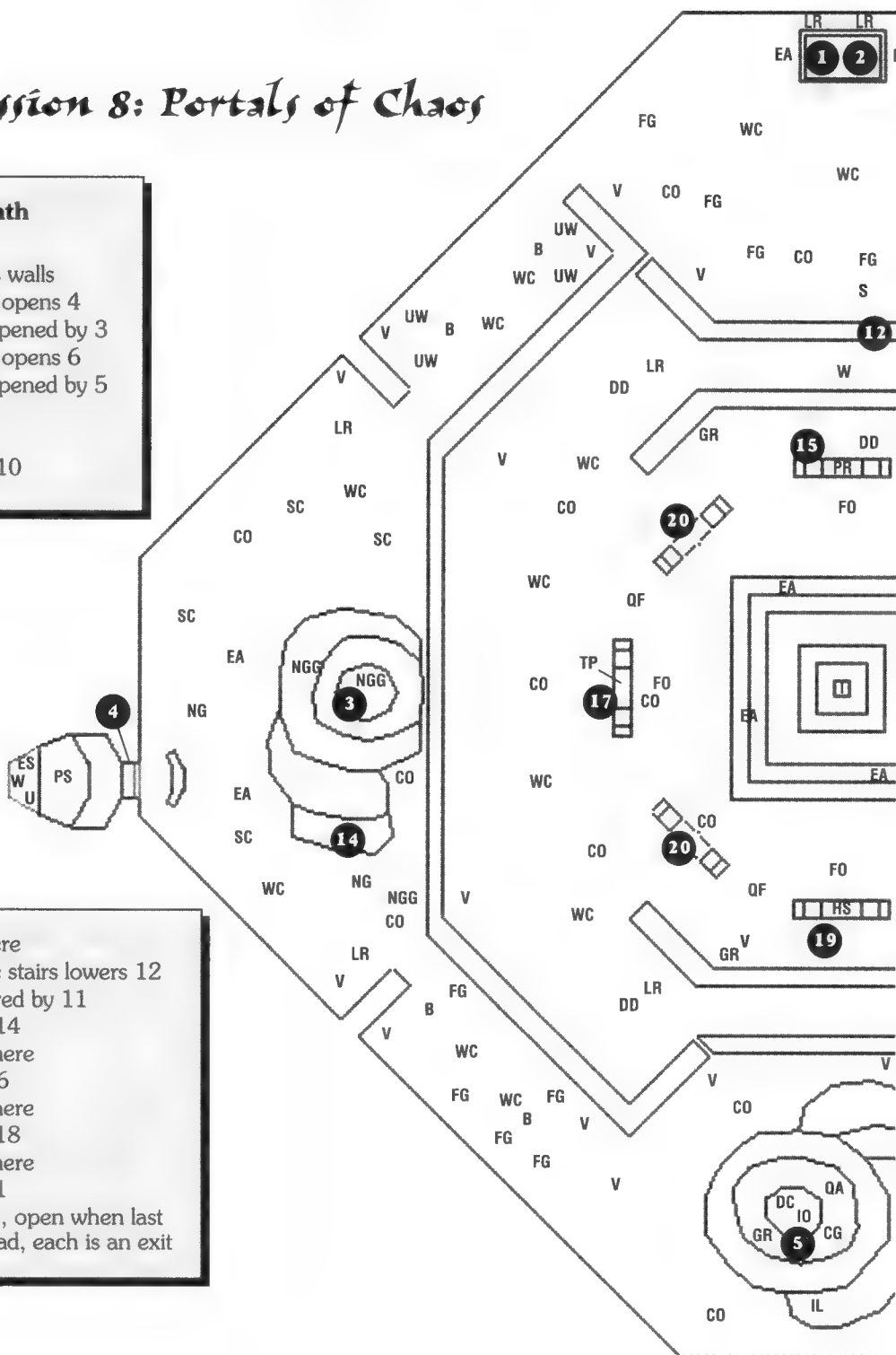
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Mission 8: Portals of Chaos

The Heretic's Path

- 1 Start
- 2 Switch, lowers walls
- 3 Crossing here opens 4
- 4 Secret Door opened by 3
- 5 Crossing here opens 6
- 6 Secret Door opened by 5
- 7 Crushers
- 8 Secret Door
- 9 Teleporter to 10

- 10 9 takes you here
- 11 Crossing these stairs lowers 12
- 12 Walls (2) lowered by 11
- 13 Teleporter to 14
- 14 13 takes you here
- 15 Teleporter to 16
- 16 15 takes you here
- 17 Teleporter to 18
- 18 17 takes you here
- 19 Teleporter to 1
- 20 Teleporters (4), open when last Maultour is dead, each is an exit





- | | |
|-----------|--|
| BH | Bag of Holding |
| CD | Darchala's Chaos Device |
| B | Delmintalita's Time Bomb of the Ancients |
| ES | Enchanted Shield |
| W | Inhilicon's Wings of Wrath |
| U | Mystic Urn |
| QF | Quartz Flask |
| SS | Shadowsphere |
| S | Shield |
| MO | Torpol's Morph Ovum |
| TP | Tyketto's Tome of Power |
| I | Valabor's Ring of Invulnerability |
| V | Vial |

DD	Disciple of D'Sparil
FG	Fire Gargoyle
IL	Iron Lich
M	Maulotaur
NG	Nitrogolem
NGG	Nitrogolem ghost
SC	Sabreclaw
UW	Undead Warrior
WD	Weredragon

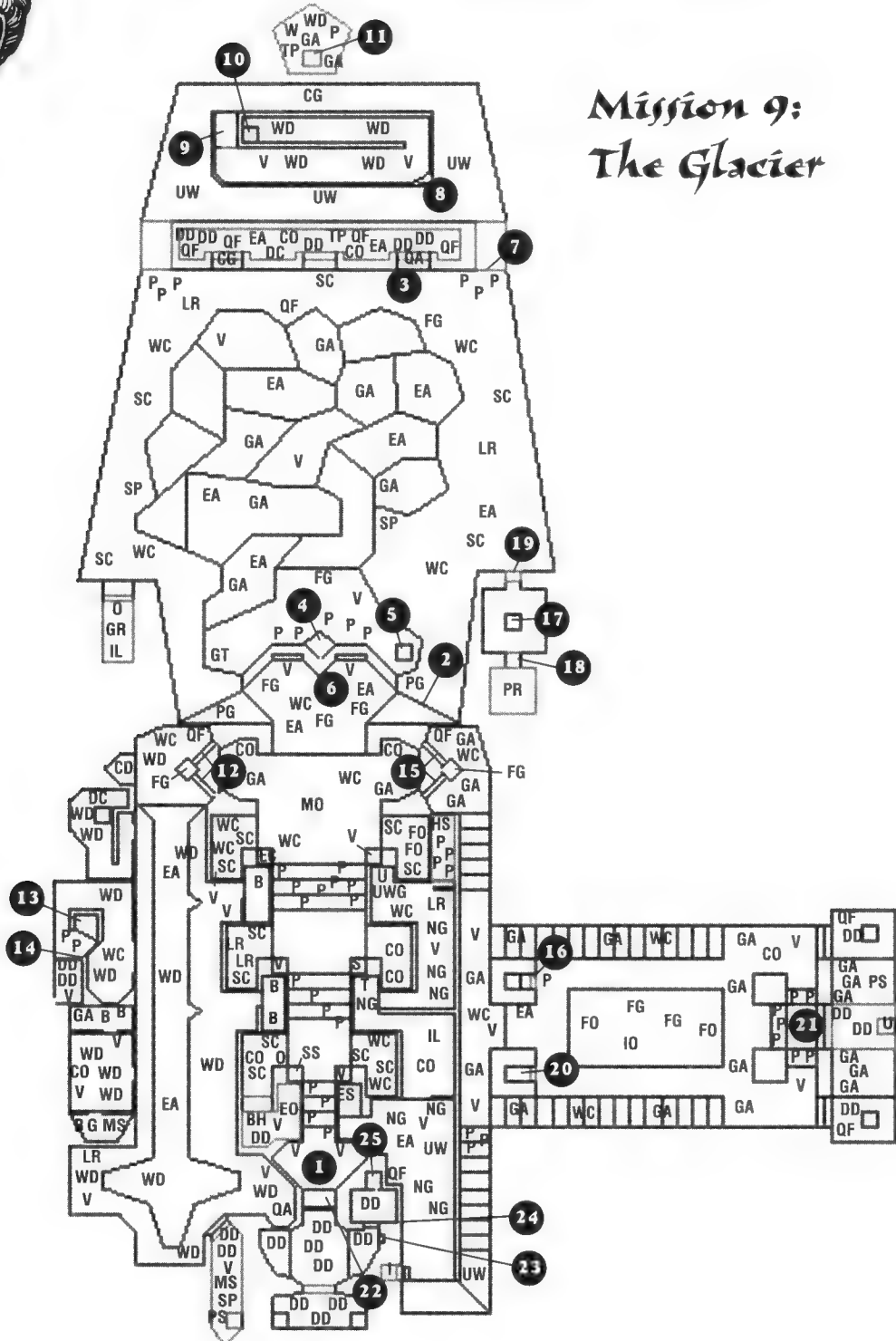
CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EO	Energy Orb
EA	Ethereal Arrows
FO	Flame Orb
P	Gas Pod
GT	Gauntlets

- | | |
|-----------|------------------------------|
| GR | Greater Runes |
| HS | Hellstaf |
| IO | Inferno Orb |
| LR | Lesser Runes |
| SP | Mace Spheres |
| PR | Phoenix Rod |
| QA | Quiver of Ethereal
Arrows |
| WC | Wand Crystals |



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Mission 9: The Glacier



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Items and Artifacts

BH	Bag of Holding
B	Delmintalita's Time Bomb of the Ancients
CD	Darchala's Chaos Device
U	Mystic Urn
QF	Quartz Flask
SS	Shadowsphere
MO	Torpol's Morph Ovum
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EO	Energy Orb
EA	Ethereal Arrows
EC	Ethereal Crossbow
FM	Fire Mace
FO	Flame Orb
P	Gas Pod
PG	Gas Pod Generator
GT	Gauntlets
GR	Greater Runes
HS	Hellstaff
LR	Lesser Runes
SP	Mace Spheres

PR	Phoenix Rod
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
IL	Iron Lich
NG	Nitrogolem
O	Ophidian
SC	Sabreclaw
UW	Undead Warrior
UWG	Undead Warrior ghost
WD	Weredragon

The Heretic's Path

1	Start	13	Green Key
2	Drop off	14	Secret Door opens when you get 13
3	Secret Door, opens on approach	15	Green Doors
4	Yellow Key	16	Secret Door with Teleporter to 17
5	Transporter akes you to 6	17	Teleporter to 20
6	Teleporters 5 and 11 take you here	18	Secret Door
7	Secret Door, opens when you get Yellow Key	19	Secret Door
8	Switch, activates 9	20	17 brings you here
9	Stairway activated by 8	21	Blue ley
10	Teleporter to 11	22	Blue Door
11	Telporter to 6	23	Switch opens 24
12	Yellow Doors (2)	24	Exit Door
		25	Exit



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Sabreclaws and Gargoyles hanging about within it. The rest will be coming for thee. Thou shouldst have no trouble picking them off from the top of the stairs.

With the hallway cleared, thou wilt see that there are three stairways, like the one in front of thee, along the hall. At the bottom of each stairway will be a missing section of stone in its east and its west corners. In each of these spaces, thou wilt find something useful. Also at the bottom of each stairway will be doorways in the east and west walls, leading into small rooms. Each of these rooms will contain some treasure; some will contain a Sabreclaw as well. Clean out the hall and move to the north end.

Near the north end, thou wilt find two Green Doors in the east wall and two Yellow Doors in the west wall. Be watchful for more Gargoyles. At the southernmost end of the room, thou wilt find some more artifacts and openings in both the east and the west walls. Use a Tome of Power and jump through the opening in the east wall.

When thou landest, thou wilt be in a large room, whose center is occupied by a large chunk of ice. Turn around and blast the two Sabreclaws and the Weredragon that will be behind thee. Turn back to the south and get ready for the swarm of Gargoyles that will be coming in thy direction. Move quickly to the south wall. Here thou wilt find three stained-glass windows. Approach the first one thou reachest, then back off. All three of the windows will open, releasing a handful of Disciples of D'Sparil. Keep moving and firing upon them until they have all come out, then run into the room they came from.

Thou wilt be in a hallway running from east to west. From the windows, keep firing on the Disciples until they are no more. The floor of this hall will be covered with treasure. After thou hast cleaned out the hall, go back into the main room. Move to the west side of the chunk of ice, where thou wilt find the bottom of a stairway leading to the top of the ice. Proceed up the stairs, where thou wilt encounter a couple of Sabreclaws that have taken refuge here. At the top, thou wilt find the Yellow Key and a Teleporter. Grab the key and hop on.

If thou hast need of more excitement, do not enter the Teleporter. Jump off the ice and go to either the northeast or the northwest corner. Enter the opening thou wilt find here. On the other side will be a room

Chapter 4 Hell's Maw



within a room. On the west end of the inner room's south wall will be a switch, which opens a door in the west end of the north wall. Behind the door will be a dark hall running east, then west, with four Weredragons in it. At the end of the hall will be a Teleporter, which will take thee to a small room inhabited by a Weredragon and two Gargoyles. Also in the room, thou wilt find a Tome of Power and Wings of Wrath. Re-entering the Teleporter will take thee to thy former position atop the ice.

Thou wilt now find thyself in the northern end of the hall, where thou didst begin. Open both of the Yellow Doors and stand back. Several Weredragons will approach the doors to find out what is happening. Kill them, then glance through the doors. If there are more Weredragons, back up and kill them also. When thou lookest in, thou wilt be able to see that the room is actually a long hall running to the south. Running down the middle of the hall is a frozen stream, and there are doors along both the east and west walls. There will also be a window at the south end, behind which will be two Disciples of D'Sparil, so keep an eye out for them.

When the room appears clear, run in and head for the second door in the west wall. Inside, thou wilt find a Weredragon and a short hall running north, then back toward the south. At the end of this hall is the Green Key. As soon as thou hast taken the key, the south wall of the hall will open, releasing two Disciples of D'Sparil. The best course here is to flee back out through the Yellow Doors. If, however, thou hast the desire to inspect all the rooms, be forewarned—all those on the east side are occupied by at least two Weredragons, and more await thee in alcoves at the south end. The treasure thou wilt gain is not worth the effort or ammo thou wilt expend. No matter which way thou decidest to deal with this, the Green Doors are thy next destination.

Open both doors and open fire on the Gargoyles behind them as thou steppest back. When they are dead, pass through the doors. Thou wilt find a stairway going up to the south, with more Gargoyles guarding it. Move to the top of the stairs, where thou wilt find another stairway going down to the east and a hall running to the south. At the end of the hall will be another stairway, leading downward and to the east.

Being watchful for Gargoyles, go down either of the stairways to the east; at the bottom, thou wilt see a room with a pool of lava in the center. In the east wall will be three windows, one in the middle just above



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the floor and one in each of the upper corners. Behind each of these is a Disciple of D'Sparil. The Blue Key will be in front of the middle window. Thou wilt see that there are two columns at the west end of the room. In the east side of the northern column is a secret door with a Teleporter, which will take thee to a small room with doors in its north and south walls. Through the south door will be another small room, with a Phoenix Rod in it. On the other side of the north door will be the room with the large piece of ice in it. Getting on the Teleporter again will take thee back to the room from which thou wert transported, but this time thou wilt be inside the southern column.

When thou hast recovered the Blue Key, thy best course is to move toward the Blue Door. If it is thy belief that thou hast too much health, however, thou canst pass back up the stairs to the hall and to the top of the stairs leading down to the south. There will be some Gas Pods on these stairs, in the midst of which will be an Undead Warrior. Blasting the Pods will sap some of his strength; thou canst then finish him off. These stairs lead down to a series of halls and rooms containing Gargoyles, Golems, Undead Warriors, an Iron Lich—and very little treasure.

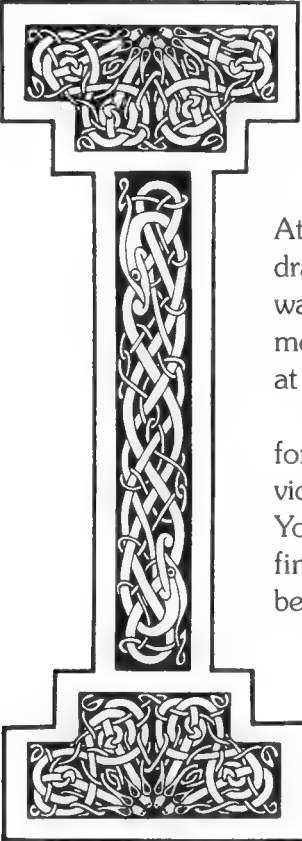
If thou art strongly drawn to the idea of attempting it, there is a secret door with a Ring of Invulnerability inside. When thou arrivest at the bottom of the stairs, thou wilt see a room running to the north, with a step near the south end. Beside the step, in the west wall, is the secret door. There is another secret door in the northeast corner of the last room down here. After thou hast taken care of thy business, go back to the Blue Door.

Before thou openest this door, grab a Tome and prepare to move fast. Open the door and back up while firing. Behind the door are three Disciples of D'Sparil. After thou hast dispatched them, move cautiously to the doorway. There will be two more Disciples, which thou must kill, standing just inside. Once the room is clear, go to the northeast corner, where thou wilt find a switch and the exit door. The switch will open the door, on the other side of which will be another Disciple and a Weredragon. Thy Tome should have just enough time left to finish these creatures off so that thou canst hop onto the Teleporter inside and get off this level.



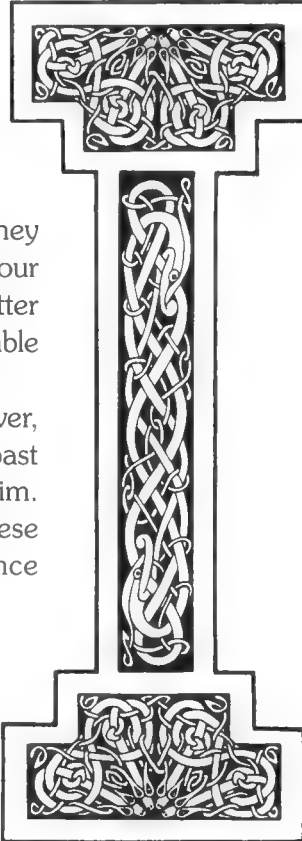
5

The Dome of D'Sparil



At last, my brothers, your long and arduous journey draws to a close. The Maulotaurs lie bleeding in your wake, and the Iron Liches are nothing more than bitter memories to ye. I think D'Sparil himself must tremble at your approach.

Let not foolish vanity stand in your path, however, for he who glances over his shoulder to ponder past victories will not see the devils rising in front of him. Your work is not over, Heretics! Heed ye well these final steps that lead to reclaiming that which once belonged to thee.





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Mission 1: The Store House

Thou startest in a small room facing north, with a door in front of thee. When thou openest the door, thou wilt see a large rectangular courtyard running north to south, with two doors in the north wall and two in the south wall. All of the doors off the main room are the same size as the one where thou didst start. Thou wilt also see a large steel gate in the center of the east wall.

Flying about the courtyard will be six Gargoyles. On the west wall, about 10 feet up, thou wilt see three barred windows, each with a Disciple of D'Sparil behind it. Since ammo is short, grab thy Staff, step out into the room, and back out. Position thyself just inside the doorway and wait for the Gargoyles. With thy Staff, dispatch each of them. Thou shouldst be able to kill at least five of them this way. If the sixth does not appear, run across to one of the doors opposite thee, enter it, and face back into the room. This should attract its attention, and thou canst use thy Staff on it also.

Once the room is cleared, move back into it and collect all the artifacts lying on the floor. Thou wilt see a switch at the north end of the east wall that thou must activate. This will open the gate so that thou canst pass through it. On the other side is another section of the courtyard, in whose center is a small room. The west wall of this room will be a large barred window, through which thou canst see a Disciple of D'Sparil guarding the Green Key.

As soon as thou passest through the gate, turn to the north, where thou wilt see a switch. Activate the switch and run back through the gate. Thou wilt have seen an Undead Warrior heading toward thee from an alcove opposite the switch thou hast just activated. Once through the gate, thou wilt see that a section of wall in each corner is lowering and that on top of each is an item; among these are a Bag of Holding and a Dragon's Claw. Keep moving about the room to avoid fire from the Warrior and the Disciples until they start to fight each other. Then pass back through the gate and to the north side of the room. Head for the back of the room, where thou wilt find the Yellow Door. Catch thy breath, for this next part must be done quickly. Run around to the south side of the room. Here thou wilt see two alcoves in the outer wall. Avoid

Chapter 5 The Dome of D'Sparil



the first one and the Gargoyles inside it; run into the second. Open the door and pass through it. Thou wilt find thyself on a landing at the top of a stairway leading down to the west. Above the stairs will be a pair of Gargoyles, which thou must quickly kill. Now move to the bottom of the stairs, where thou wilt find another landing with two doors on it: a Green Door and a wooden door. Here the hall goes left and switches back to the east. Some Gargoyles will be coming around the corner at thee, so be ready. Once thou hast killed them, step into the eastern section of the hall and kill the Gargoyles thou wilt find there. When the hall has been cleared, thou canst catch thy breath again.

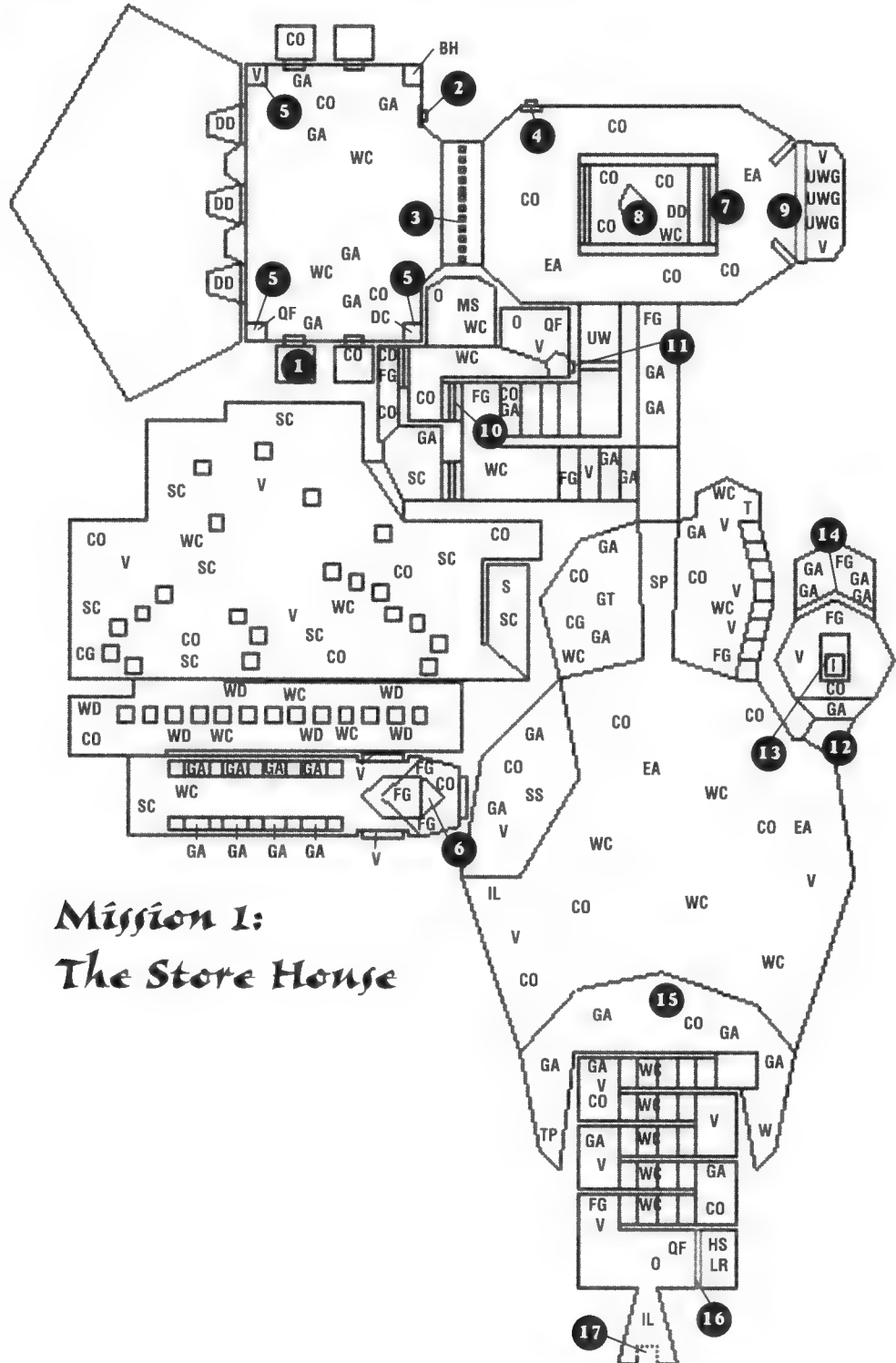
At the end of this section of hall is a short stairway and another hall running south. Follow this hall to its end, where thou wilt notice that there is no roof covering the end of the hall. Thou wilt run out into a large lake. Hovering above the lake, in the southwest corner, will be an Iron Lich. Run about the floor, picking up all the artifacts scattered here, being careful all the while to avoid fire from the Lich. At the south end of the lake is a platform raised just enough that thou canst not get onto it, with a room on top.

At the north end thou wilt see two ledges, one above the end of the hall and the other to the west of it. Thou wilt also see a stairway, just east of the hall, leading up to the ledge above. Gargoyles will be flying down at thee from the ledges and from the top of the room to the south. Get them stirred up, then charge up the stairs. At the top, thou wilt see that the ledge is cut in two by the hall. Jump down into the hall and go to the bottom of the short stairway. Wait here for a few seconds, then run back out to the lake and immediately go back up the stairs. This time, when thou reachest the top, stop and face south. The Gargoyles will head for thee; thou canst kill them all. Thou wilt take some damage, but there are Crystal Vials with which thou canst replenish thy health.

Here thou hast two choices as to how to proceed. First, thou canst move to the south end of the lake by the platform, preferably the east or the west corner, and wait for the Lich to fire a whirlwind at thee. Do not let the Lich get too close, for he may fire something else at thee. The whirlwind will lift thee up and drop thee on top of the platform. (See the end of this section to find out how to proceed from here.) Thy second choice is to complete the level normally. Jump down into the hall again



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Mission 1: The Store House

Chapter 5 The Dome of D'Sparil



Items and Artifacts

- BH** Bag of Holding
- CD** Darchala's Chaos Device
- W** Inhilicon's Wings of Wrath
- MS** Map Scroll
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- TP** Tyketto's
Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- P** Gas Pod
- GT** Gauntlets
- HS** Hellstaff
- LR** Lesser Runes
- SP** Mace Spheres
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- IL** Iron Lich
- O** Ophidian
- SC** Sabreclaw
- UWG** Undead Warrior ghost
- WD** Weredragon

The Heretic's Path

- 1** Start
- 2** Switch raises 3
- 3** Gate raised by 2
- 4** Switch lowers 5
- 5** Platforms (4) lowered by 4
- 6** Yellow Key
- 7** Yellow Door
- 8** Green Key
- 9** Secret Door opens we you get 8
- 10** Geen Door
- 11** Switch opens 12
- 12** Secret Door opened by 11
- 13** Switch opens 14 and lowers 15
- 14** Secret Door opened by 13
- 15** Platform lowered by 13
- 16** Secret Door
- 17** Exit



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and go to the wooden door that thou hast seen beside the Green one. When thou openest the door, thou wilt be confronted by at least one Sabreclaw. Get its attention and lead it out to the lake. Run around the lake and get the Sabreclaw and the Lich into a fight. While their attention is diverted, go up the stairs again and back to the wooden door. The reason for using the stairs instead of simply going back out through the hall is so that none of the creatures will follow thee and trap thee in the hall. Back at the wooden door, thou wilt be able to see a small room on the other side and also, beyond it, a room containing many columns. In the small room is a Gargoyle above the door and a hall in the northwest corner. In the hall is a Gargoyle guarding a Chaos Device. Grab this device when thou hast the chance.

Repeat the procedure of drawing out Sabreclaws and feeding them to the Lich until the room containing the columns is empty, then collect all the booty on the ledges overlooking the lake. Thou mayest have to run about in the room to get the last of them, including the one in the small room in the southeast corner, which is guarding a Shield. Once they are all gone, pick up all the artifacts from the floor and move to the western end of the south wall, where thou wilt find a large opening. Through the opening, thou wilt be able to see a long, narrow rectangular room running east to west, with a row of columns running down its center. The columns are spaced such that thou must go to the east end to get to the other side of the room. Patrolling around the columns are several Weredragons and a couple more Sabreclaws. Enter the opening and fire on the Weredragons on the north side of the columns, drawing them out into the room, where thou canst smite them vigorously.

Once they are dead, go back into the room, to the east end, and—using the columns for cover—kill all the enemies on this side. When the room is clear, move along the south side to the west end, where thou wilt find a door. Step through the door and turn left. Thou wilt be in a narrow room running east to west, with columns along both sides. From behind the columns, thou wilt be attacked by several Gargoyles. Using cover, pick these creatures off and move to the east end of the room, where thou wilt find the Yellow Key, resting on a small platform. Grab the Key and run back to the Yellow Door. Open the door and dispatch the Disciple inside,

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taking care not to let him strike thee. After he is dead, move into the room and grab all the treasure, picking up the Green Key last.

The Key will be on a small platform, and stepping onto that platform will open a secret door in the east end of the wall outside this room, right across from the Yellow Door. This will release three Undead Warriors. Thou canst hang about and kill them if it suits thee, but it is safer just to avoid them and run to the Green Door. Open the door and thou wilt be in a hall that turns north, then east. In the east section are two alcoves along the north wall, each with an Ophidian in it. Kill both of these and collect the Map Scroll from the first alcove, then activate the switch in the second. Now thou must run back out to the lake. Thou wilt find a new opening in the wall just east of the stairs. Kill the Gargoyle inside the opening and enter. Thou wilt find a column with a switch on its north side. Activate the switch and turn around. Thou wilt see a section of the north wall open up and release three Gargoyles. Kill these, then head for the south end of the lake. Thou wilt see that the platform has lowered and thou canst now get onto it. On the east side of the building thou wilt find Wings of Wrath, and on the west side a Tome of Power. Put on the Wings and fly to the top of the tower with the switch thou hast just activated. On top of it, thou wilt find a Ring of Invulnerability. Grab the Ring and return to the platform.

Enter the building through the door on the east wall. Thou wilt be on a descending staircase that runs west, turns back east, turns back to the west, turns east once more, and finally runs west again. At each switch-back, thou wilt encounter a Gargoyle. Follow the stairs to the bottom. Here thou wilt be in a room with blue walls. Before thou enterest the room, use thy Tome of Power. Enter the room and face east; thou wilt see an Ophidian standing between two braziers. Thou wilt also see an opening in the south wall. There is a Lich in there, but ignore it for now. Kill the Ophidian and run to the section of wall between the braziers, where thou wilt find a secret door. Inside the secret door are a Hellstaff and some ammo. Grab the Hellstaff and move in front of the opening in the south wall. Give the Lich one blast of red rain and move out of the way. He will expire in short order, allowing thee to enter the room and grab Torpol's Morph Ovum, which is inside. And thus this level ends.



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Mission 2: The Cesspool

Thou wilt find thyself on a slightly raised platform facing north, on the south end of a room whose floor is covered with water. Most of the floors on this level will be under water. At the north end of the room, thou wilt see two Yellow Doors with a doorway between them. There will also be barred windows in the east and west walls, with an Ophidian behind each. On the floor in front of thee will be four Wand Crystals. Run out, pick them up, and get back onto the platform. This will attract the two Gargoyles who will be hanging about the Yellow Doors. After thou hast killed the Gargoyles, pass through the center doorway in the north wall.

Thou wilt now be in a short hall, leading into a room with several Gargoyles in it. Move into and out of the room to draw the Gargoyles to the mouth of the hall, where they will be easier to kill. Once they are dead and thou hast a chance to look about, thou wilt see the Yellow Key on a platform at the north end of the room. On each side of the hall will be a short stairway, leading up to a walkway that runs all the way around the room. At the top of each stairway will be a doorway. On each side of the platform on which the Key rests will be a pillar; behind each will be a Sabreclaw. Enter the room and pick up all the artifacts, but watch out—one or more Sabreclaws may come out of the doorways at the top of the stairs. Because of the height of the platform, thou wilt not be able to reach the Key. There will be a window in the west wall, through which thou wilt be able to see a corridor with Gas Pods in it. Fire at the pods until they explode. Among the Pods will be an Ophidian; this will help to weaken him for his encounter with thee later. After this room is secure, enter the doorway at the top of the stairs on the east side.

Thou wilt be in a hall running to the east, with a Sabreclaw or two in it. After thou hast killed them, look through the window in the south wall. Thou shouldst be able to see a Sabreclaw, patrolling a hall on the other side, that thou canst kill from here. Continue to the end of the hall, where thou wilt find a stairway leading down and northward to a hallway. As thou movest through the hall, thou wilt encounter several Gargoyles. This hall circles around and re-enters the room with the Yellow Key through the door on the west side of the hall. Along the hall, thou wilt find two alcoves: one contains Wings of Wrath; the other, a Tome of

Chapter 5 *The Dome of D'Sparil*



Power. At the north end of the hall will be a platform with a switch on it. Activate the switch and look down the hall, where thou wilt see some Gas Pods. Fire on the Pods until they explode; this may kill the Ophidian that was hiding among them. Continue down the hall and back into the room with the Yellow Key. Grab the Key and run to the Yellow Door on the east side. Thou couldst choose the western Yellow Door, but thou wouldst have to pass through a nest of Ophidians on thy way to the Green Key.

Thou wilt be in another hall running east, parallel to the last one in which thou wert. Thou wilt have to kill one or two more Sabreclaws on thy way to the east end, where thou wilt find a stairway leading down and to the north. At the bottom of the stairs will be a chamber guarded by two Weredragons and a Golem. Looking about the chamber, thou wilt see a Green Door in the south wall with Gas Pods in front of it, an alcove in the north wall, and a stairway by the east wall. Push the Pods into the alcove, back up, and blast them. This will weaken, and possibly kill, the Weredragon inside. Enter the alcove, where thou wilt find a Hellstaff and some other artifacts, then head up the stairs by the east wall. The stairs will lead upward to the northeast; there will be two Golems on them. At the top will be a Teleporter. Whip out a Tome of Power and step onto the Teleporter.

Thou wilt be deposited in the southwest corner of a square room with a watery pit in the center, at the bottom of which is an Ophidian. There will be a walkway around the pit, patrolled by four Disciples of D'Sparil. Open fire upon them immediately. When they are all dead, move to the north wall, where thou wilt find the Green Key resting on a platform. Stepping on this platform will open a secret door at the back of the platform, releasing three more Ophidians. Kill them as quickly as possible, then dispose of the one in the pit. Thou wilt find that there are Teleporters in the northeast and northwest corners. Collect all the artifacts in the room and use the Teleporter in the northeast corner, which will take thee back to the Teleporter that brought thee here. This other Teleporter will take thee to the nest of Ophidians mentioned earlier.

Go down the stairs and open the Green Door. Standing on the other side of the door will be an Ophidian with Gargoyles flying around it. Behind them, thou wilt see a room with crates piled on its floor. After

Chapter 5 The Dome of D'Sparil



Items and Artifacts

BH	Bag of Holding
B	Delminalita's Time Bomb of the Ancients
QF	Quartz Flask
SS	Shadowsphere
S	Shield
T	Torch
MO	Torpol's Morph Ovum
TP	Tyketto's Tome of Power
I	Valabor's Ring of Invulnerability
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EA	Ethereal Arrows
EC	Ethereal Crossbow
FO	Flame Orb
P	Gas Pod
GR	Greater Runes
GT	Gauntlets
HS	Hellstaff
IO	Inferno Orb
LR	Lesser Runes
SP	Mace Spheres
PR	Phoenix Rod
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
NG	Nitrogolem
O	Ophidian
SC	Sabreclaw

- 1** Start
- 2** Switch lowers platform 3 is on
- 3** Yellow Key
- 4** Yellow Door
- 5** Teleporter to 6
- 6** 5 brings you here
- 7** Green Key
- 8** Secret Door, opens when you get 7
- 9** Teleporter to 5
- 10** Green Door
- 11** Blue Key
- 12** Secret Door opens when you get 11
- 13** Switch opens 14
- 14** Steel Door blocking Blue Door opened by 13
- 15** Platform lowers on approach
- 16** Exit



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thou hast killed the monsters by the door, enter the room and back out. This will attract the attention of the rest of the Gargoyles in the room, as well as that of three Sabreclaws. Dispatch the second wave of monsters and move back into the room, where thou wilt see another Ophidian atop a crate in the middle of the room. Using the wall for cover, fire on it until it is dead, then move into the room. Thou wilt see treasure scattered about the floor and on the crates; atop one stack of crates will be the Blue Key. Pick up whatever thou needest first, then climb up and get the Key. This will trigger the opening of a secret door in the east wall, releasing several Disciples of D'Sparil. Thou couldst try to fight them, but thy best course of action is to quickly leave this room through the doorway in the south end of the west wall, which leads into a hall running west. Just inside the doorway, on the north wall, is a wooden door. Open it and kill the Gargoyle inside, then trigger the switch in the east wall. Go back to the hall and continue west. Thou wilt soon find the Blue Door in the south wall, with a Tome of Power in front of it. Behind the door will be an Iron Lich and an Ophidian. Use the Tome and quickly kill both of these monsters, then enter the room. There thou wilt find the Teleporter that will take thee to the next level.

Mission 3: The Confluence

Note: If thou enterest this mission with Wings of Wrath, it is possible simply to fly to the top of the northern waterfall nearby, flip the switch there, and enter the doors leading to the exit, which lie at the bottom of the waterfall from which thou camest. Thou wilt have no need to bother with any of the Keys, but thou wilt have to deal with monsters along the way. Although thou canst still use this shortcut as soon as thou dost acquire a pair later, the only available set in this mission is found close to the trigger anyway.

Thou startest facing east at the top of a waterfall, which spills down eastward into a huge circular area surrounded by high cliff walls, visible past the edge of the water in which thou now standest. Thy first priority is a secret door immediately to the south; behind it is a very handy Tome and a Hellstaff, complete with a complimentary Lesser Rune. Save these

Chapter 5 The Dome of D'Sparil



items for later by wielding thy trusty Elvenwand, then move out to the edge of the waterfall to provoke the many Gargoyles waiting out in the open. Then go back to the secret chamber and wait for up to seven Gargoyles to fly up to thee. When these are dead, make ready a more powerful weapon in preparation for dropping to ground level.

Here thou canst see two more waterfalls; all converge at the center of the area and flow eastward into a large opening under the cliff, supported by two stone pillars. Within this shelter, on the east side, are two Green Doors flanking a locked portcullis, through which the water flows, and behind which are many Fire Gargoyles casting fireballs at thee. Ophidians stationed atop the waterfalls will also fire upon thee occasionally.

Scattered on land and water are many health and ammo items, and thou wilt see a Yellow Door on the south side. Beware the Iron Lich that wanders out from the east. After dropping down off the waterfall, run about and pick up as much as thou canst carry. Keep moving, and with any luck the Lich will attack any other creatures that are near, preferably the mob of trapped Gargoyles, because the Yellow Key rests directly in front of the portcullis. Two Sabreclaws will pursue thee, so kill them at thy convenience, then head for the Yellow Key. When thou takest it, two Ophidians emerge from the pillars, so kill them if thou dost not want them following thee through the Yellow Door. Be sure to get the Silver Shield and the Shadowsphere that they guarded among the pillars.

Behind the Yellow Door is a room with windows on its north and south walls; eastward is a wide corridor, from which three Sabreclaws immediately advance. Behind the south window is a small room containing three Ophidians and another Sabreclaw guarding switches, so dispatch the Sabreclaws from the east first, then run all the way east to a secret door between two tapestries and enter it. Inside is a crossbow, and outside is an advancing mob of Ophidians and Sabreclaws, so turn around quickly and smite them before the door closes. Since they cannot open it, this is a good place from which to attack them, by opening the door occasionally and opening fire while constantly sidestepping. After all the creatures are dead, go out and pick up the many items lying about. The switches in the southern room lower a pedestal in the northern one, making a Teleporter available for use. This sends thee back outside and to the top of the southern waterfall, where an Ophidian awaits thee,

Chapter 5 The Dome of D'Sparil



Items and Artifacts

BH	Bag of Holding
B	Delminalita's Time Bomb of the Ancients
CD	Darchala's Chaos Device
ES	Enchanted Shield
W	Inhilicon's Wings of Wrath
U	Mystic Urn
QF	Quartz Flask
SS	Shadowsphere
I	Valabor's Ring of Invulnerability
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
EA	Ethereal Arrows
EC	Ethereal Crossbow
FO	Flame Orb
P	Gas Pod
HS	Hellstaff
LR	Lesser Runes
SP	Mace Spheres
PR	Phoenix Rod
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
G	Golem
GG	Golem ghost
IL	Iron Lich
NG	Nitrogolem
O	Ophidian
SC	Sabreclaw
UW	Undead Warrior
WD	Weredragon

The Heretic's Path

- 1** Start
- 2** Secret Door
- 3** Yellow Key
- 4** Secret Doors (2), open when you get 3
- 5** Yellow Door
- 6** Secret Door
- 7** Switch lowers 8
- 8** Teleporter on top of the pedestal lowered by 7 to 9
- 9** 8 brings you here
- 10** Green Key
- 11** Secret Door
- 12** Switch opens 13

- 13** Secret Doors (6) opened by 13
- 14** Blue Key
- 15** Secret Doors open when you get 14
- 16** Blue Door
- 17** Secret Door opens an approach
- 18** Secret Door
- 19** Switch lowers lake wall (20)
- 20** Wall lowered by 19
- 21** Switch opens 22
- 22** Secret Door opened by 21
- 23** Switch raises 24 and reopens 22

- 24** Stairway raised by 23
- 25** Switch opens 26
- 26** Secret Door opened by 25
- 27** Crusher
- 28** Secret Door
- 29** Secret Door
- 30** Switch opens 31
- 31** Exit doors (2) opened by 30
- 32** Secret Door
- 33** Switch opens 34
- 34** Secret Door opened by 33
- 35** Crossing here opens 36
- 36** Exit



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guarding three valuable items: the Green Key, a Ring of Invulnerability, and a Crystal Geode.

With the Green Key in hand, pick up all that thou canst carry out into the open, then head for the Green Door on the north. Two Sabreclaws will immediately attack from behind it, so back up to kill them. Further eastward is a room with a Blue Door, containing a Quartz Flask; two barred windows on the south side border the area behind the portcullis, where the several Fire Gargoyles may still fire on thee. Take this opportunity to kill them through the windows, then continue east. Thou wilt then enter a huge circular chamber with many occupants: five Gargoyles in the distance to the east, four Undead Warriors behind a barred window high on the north wall, and six Ophidians within a central lake with a low wall surrounding it. Since the wall around the water is just high enough to block the Ophidians' weapons, dispatch the incoming Gargoyles first by backing up toward the Blue Door to avoid fire from the Warriors above, and killing them as they come around the corner. Then go back to the lake and watch for three Sabreclaws coming around toward thee. Do not trouble to kill the Ophidians—as long as thou keepest them away from the platform where a Tome rests on the east side, they cannot attack thee, and they can be used to thine advantage.

Circle around to the south side of the lake, where the Warriors can fire at thee. On the way, thou wilt notice another barred window on the east side, with the Blue Key visible behind it. When the axes of the Warriors hit the Ophidians that follow thee, they will kill each other over time. If a Disciple advances, simply run to the other side and keep it between thee and the Ophidians, and they will again help thee by attacking anything that attacks them. It is a good thing that they have such tiny minds. Heading west on the south side of the lake, thou wilt encounter a door on the south wall. Behind it are two Disciples, plus a third they have lynched, and if it suits thee, thou canst lead them out and let the Ophidians dispatch them. Otherwise, kill them, then go inside to an open doorway leading south.

Around this passage is another Disciple, but thou hast adequate cover to kill it easily. The small room it guarded has a window facing west, through which thou canst kill the gargoyles that advance. Once they are dead, go back out to the lynch room and enter the door in the south wall.

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In the distance, to the south, thou canst see the trigger that allows access to the Blue Key area, but activating it opens four secret doors nearby, releasing four Sabreclaws into the passage with thee. Deal with them by running backwards as soon as thou pullest the switch, so that thou canst dispatch them from a safe distance. Then go back and collect the items left behind. From the lynch room, thou canst (optionally) head south to a series of rooms guarded by Golems and collect various items, the most valuable of which is a Tome behind a secret door; take care, however, for it is guarded well by a Gargoyle and an Ophidian.

Two passages on the east wall of the lake area now allow thee access to the Blue Key and a Greater Rune, guarded by four Sabreclaws that may have come out after thee when thou didst open the way. If thou thinkest this to be inadequate protection for the Key, thou art correct. Taking the Key opens four secret doors to the north and south, and six Weredragons come out to block thy escape. The most effective way of dealing with them is to activate a Tome and wield thy Fire Mace, which will make short work of them. The two large rooms they came from contain two Firebombs each, and smaller chambers nearby contain one Quartz Flask each. After getting these items, head for the Blue Door.

Behind the Blue Door wait six Gargoyles, which flank the inside, so enter briefly and retreat to draw them out. Once they are dead, thou canst cross the north-south passage to a Quartz Flask resting in front of a tapestry, which is actually a secret door that opens when the Flask is taken, revealing an Ophidian guarding a Hellstaff. Next, travel north up a stairway, where a few Undead Warriors remain after their battle with the Ophidians on the lake outside. Finish them and enter the room, where thou wilt see three triggers. The two at the north end lower the wall around the lake outside; the other opens the door to the area behind the portcullis, where Gargoyles once guarded a Phoenix Rod. Before using these, go on and kill any Ophidians left on the lake if there are any, so that thou canst easily collect all the items there. The tapestry between them is a secret door, hiding an Undead Warrior guarding a Quartz Flask and Gauntlets.

The last switch on the west wall opens a section of wall beside it. A Disciple and an Ophidian wait behind it, so kill them immediately. Use the Ring of Invulnerability to enter the doorway. Doing so causes the wall



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to close and trap thee inside with five Disciples guarding a large cache of ammo and armor behind the divider wall. The only escape is to blast thy way to another switch which reopens the door you came in and raises a set of stairs in the south end of the passage. However, if thou dost not mind using a Tome or a Ring, the venture is well worth the trouble.

As thou headest south to the new stairway, two Ophidians and a Golem will likely come to greet thee in the passage on the way. Kill them and continue south up the stairs to a large chamber, where four more Golems await thee. In the center of the room is a red altar holding an Inferno Orb, surrounded by pillars and a shallow trench full of health vials. Run at full speed across the altar to get the Orb, because doing so triggers the ceiling over it to descend and crush the slow and unwary. On the north side of the room, behind a red tapestry, is a small room that contains a single Gargoyle guarding a Tome.

After getting these items, continue west through an open doorway, which leads to a wide staircase with several switchbacks. Six Golems wait around the corners along the way, and at the top of the stairs on the east wall is a secret door. Behind it are a Golem and an Ophidian guarding Wings of Wrath, which would have come in handy much earlier. As thou continuest west and south, two more Golems attack, so kill them and get the Mystic Urn at the end. Now turn west and kill the Ophidian outside that is guarding the top of the northern waterfall, then use the switch that opens the doors below the western waterfall.

After thou droppest down to ground level, Sabreclaws and Ophidians await thee in the westward passages to the exit chamber, and they are likely to come out after thee. Let them, since getting them out in the open makes them easier to kill. Jog briefly into both passages to draw the rest out and clear the way. Both passages curve around to an Iron Lich guarding the exit, but on the north wall of the southern passage is a secret door leading to a pile of Mace Spheres and the Map Scroll. The switch inside lowers a platform that takes thee up to the secret chamber thou didst clean out long ago at the start, so do not bother with it. Go around and kill the Lich in the blue chamber in any manner that suits thee, and get the Flame Orb resting in the center to open the exit

Chapter 5 The Dome of D'Sparil



Teleporter on the far west side. Behind the Teleporter is a trapped Disciple that threatens thy escape, so before leaving, thou shouldst kill it for being so presumptuous.

Mission 4: The Azure Fortress

Thou startest facing north, in a large chamber with two long windows on the east and west walls, and water flowing in abundance in the adjoining chambers. Before thee is a Dragon's Claw between two pillars on the other side of the room, and behind lies the locked gate through which thou camest. The watery rooms to the east and west contain four Disciples each, standing out of view, guarding a Tome on one side and Wings of Wrath on the other. Unfortunately, there is very little cover for thee to deal with them, even behind the pillars. Simply cross the room, picking up ammo and finally the Claw, then duck into the northern chamber behind the pillars. A wall promptly closes behind thee, sealing thee in and them out.

The closed chamber in which thou art is actually a lift, activated by the switch nearby. After the floor begins to descend, face to the left of the trigger, where the wall soon opens into a small chamber containing a Ring of Invincibility and a Quartz Flask. Get off the lift as soon as possible to grab these items, because the lift continues downward and opens a passage below. In that passage are five Gargoyles that begin flying up to thee, so kill them before dropping down. The short hallway goes west and ends with a door to the north, where one more Gargoyle awaits thee. After killing it, use a good weapon to deal with the three Ophidians behind the door. They will pursue thee and open the door themselves once thou provokest them, so open it and back slightly into the hallway for cover, then open fire when they appear.

In the next room is a circular chamber with a Teleporter in its center, surrounded by pillars, and four Quartz Vials at its corners. The Teleporter sends thee back to the start, but this time the windows are open passages through which the Disciples can advance, so do not go there unless thou

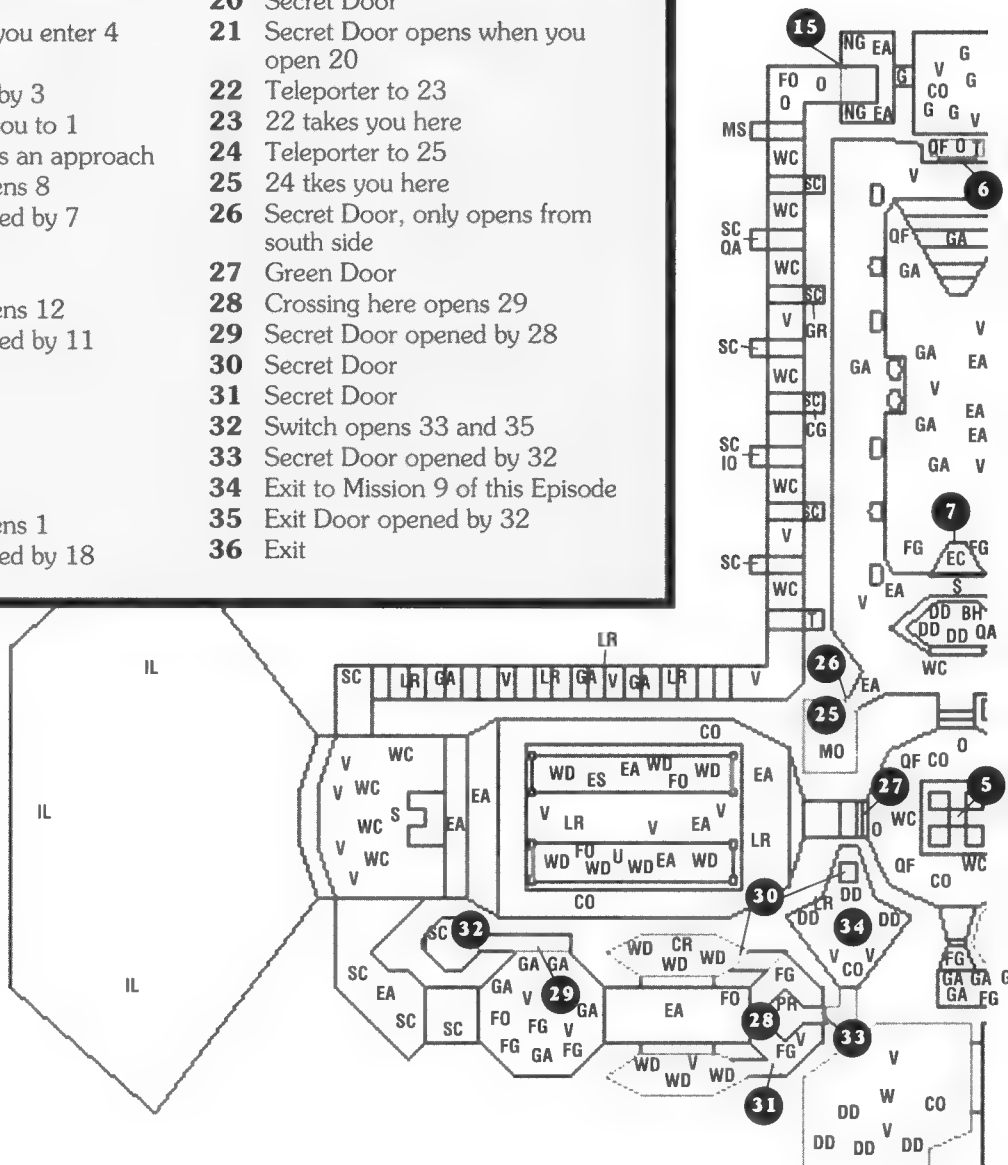


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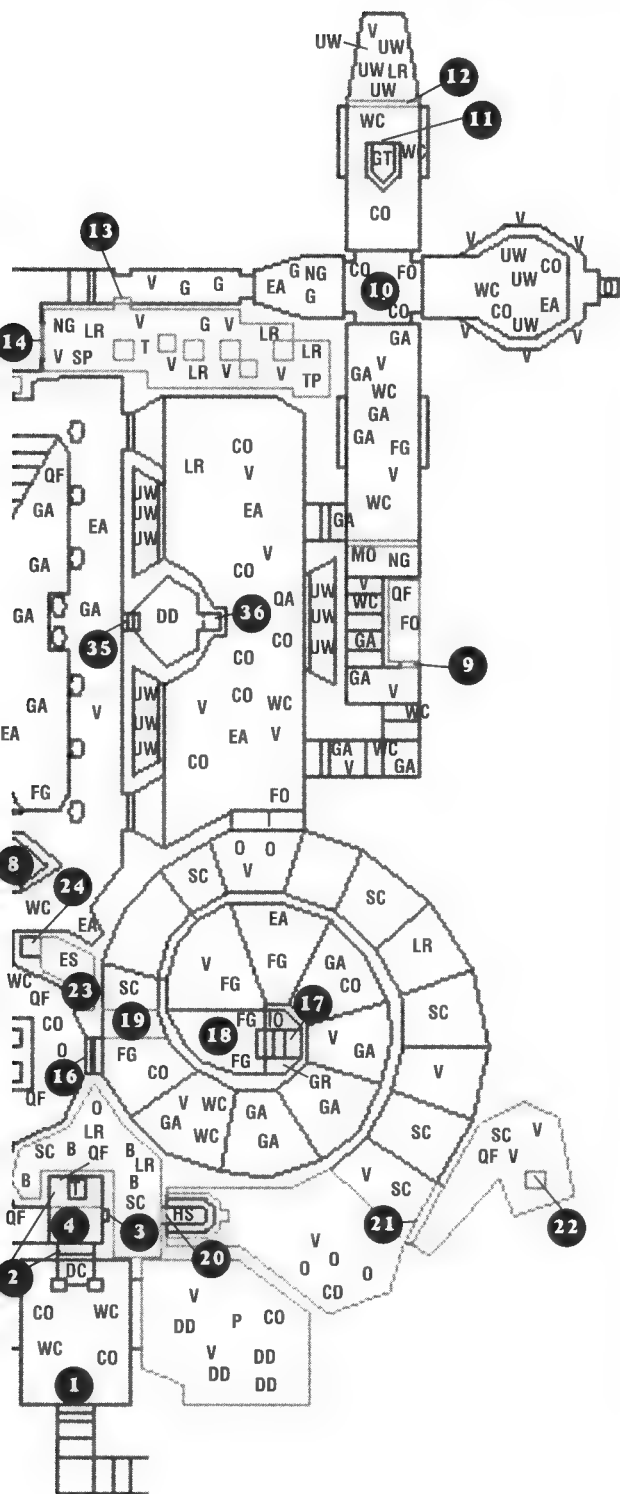
Mission 4: The Azure Fortress

The Heretic's Path

- | | |
|--|---|
| 1 Start | 20 Secret Door |
| 2 Wall raises when you enter 4 | 21 Secret Door opens when you open 20 |
| 3 Switch lowers 4 | 22 Teleporter to 23 |
| 4 Platform lowered by 3 | 23 22 takes you here |
| 5 Teleporter takes you to 1 | 24 Teleporter to 25 |
| 6 Secret Door opens an approach | 25 24 takes you here |
| 7 Crossing here opens 8 | 26 Secret Door, only opens from south side |
| 8 Secret Door opened by 7 | 27 Green Door |
| 9 Secret Door | 28 Crossing here opens 29 |
| 10 Crusher | 29 Secret Door opened by 28 |
| 11 Crossing here opens 12 | 30 Secret Door |
| 12 Secret Door opened by 11 | 31 Secret Door |
| 13 Secret Door | 32 Switch opens 33 and 35 |
| 14 False wall | 33 Secret Door opened by 32 |
| 15 Yellow Key | 34 Exit to Mission 9 of this Episode |
| 16 Yellow Door | 35 Exit Door opened by 32 |
| 17 Green Key | 36 Exit |
| 18 Crossing here opens 1 | |
| 19 Secret Door opened by 18 | |



Chapter 5 The Dome of D'Sparil



Items and Artifacts

- BH** Bag of Holding
- B** Delminalita's Time Bomb of the Ancients
- CD** Darchala's Chaos Device
- ES** Enchanted Shield
- W** Inhilicon's Wings of Wrath
- U** Mystic Urn
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- MO** Torpol's Morph Ovum
- TP** Tyketto's Tome of Power
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- FO** Flame Orb
- P** Gas Pod
- HS** Hellstaff
- LR** Lesser Runes
- SP** Mace Spheres
- PR** Phoenix Rod
- WC** Wand Crystals
- GT** Gauntlets
- IO** Inferno Orb

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- G** Golem
- IL** Iron Lich
- NG** Nitrogolem
- O** Ophidian
- SC** Sabreclaw
- UW** Undead Warrior
- WD** Weredragon



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art willing to use a Ring or a Tome to defeat them. To the east and west are the Yellow and Green Doors, respectively, and a normal door to the north leads to the next area.

Behind the northern door is a divider on the south end of an immense chamber, presumably a bathhouse, inhabited by a horde of Gargoyles that advance when thou goest around. Dispatch them before exploring the chamber. Most of the central area is a depression filled with water, with blue pillars lining both sides, and a staircase on the north end leading down to it. Walking up to the southeast side of the northernmost pillars, or treading on the bottom stair, opens a secret door in the center of the north wall, releasing an Ophidian that guards a Quartz Vial and a Shadowsphere. When this menace is defeated, the chamber is quiet and thou canst concentrate on collecting all the other items in the strong current of water. However, back at the south end, the south side of the divider is now open and three Disciples await provocation. They guard a small chamber within the divider, which contains a Quiver, a Power Orb, and a Bag of Holding, to replace the ammo thou hast spent killing the guardians.

When thou art ready to move on, go to the door on the south side of the east wall. Behind it is a chamber designed to maim or kill any slow adventurers that wander through. Groups of Undead Warriors are trapped behind iron bars in three grottoes arranged to provide a line of fire to any part of the room for their axes; there is little to be gained by killing them, however, for only minor items are strewn about. Cross the room directly to another door on the east side and enter. A Gargoyle is directly behind it, so kill it quickly or run about as fast as possible to avoid incoming axes. Once inside, dispatch the other Gargoyles that advance on thee, then duck into the secret door around the corner to the north. It contains a Flame Orb, a Quartz Flask, and is also a good place to kill the other pursuing Gargoyles. Then continue north to the top of the stairs, where more Gargoyles fly in from the next room, and a Nitrogolem guards a Morph Ovum around the corner to the east. The large window of this small room is actually a false wall, through which thou wouldst have been hit from behind if thou hadst passed through the north door.

Drop to the floor and head north along the wide hallway to the place where it narrows; notice the dark ceiling of the square intersection. This

Chapter 5 The Dome of D'Sparil



is a crushing ceiling that is activated when thou steppest beneath it, but thou canst use it to kill enemies waiting nearby. Run straight through to the other side; this will cause Undead Warriors from the east and Golems from the west to advance. Turn around quickly and run back the way thou camest as soon as the ceiling starts rising back up from the floor. Keep moving south, at a safe distance, then face north and watch the trap fill with bodies. Sidestep incoming axes and finish off any survivors that come thy way.

When things quiet down, approach the trap again from the left/west side to make sure all the Warriors have come out of the room to the east, then enter it to collect the health and ammo within. The room to the north contains only a pair of Gauntlets in a small central crypt, and getting them releases four more Undead Warriors nearby, so do not trouble to fight them unless thou hast need of the Gauntlets. Next, proceed down the westward passage toward the Yellow Key.

Near the end of the hallway thou wilt find a secret door on the left/south before thou reachest the normal door; numerous Golems wait behind both. Choose the normal door first and kill the Golems in the small room beyond. Do not enter the room yet, because the east wall inside conceals a window through which the other Golems may fire on thee. Remove this problem by opening the secret door and blasting them to collect the many items within, notably a Tome on the east side behind the crates. Then go out to the room where the first group of Golems were. Cross it to a narrow open doorway; beyond it, the Yellow Key rests in a small chamber guarded by two more Golems. Kill them, get the Key, and then begin the long march back the way thou camest, to the Yellow Door.

Behind it is a wide staircase, spiraling inward and downward toward the Green Key, guarded by several Gargoyles. As thou followest it around, beware of a long window near the bottom, where Ophidians and Nitrogolems have a clear shot at anyone attempting to reach the Key. The easiest solution to this problem is to run along the outside of the curve, right under the window, to kill the last few Gargoyles guarding the center of the spiral. Once those are dead, make a dash for the Key and the ammo, then go back the way thou camest. Near the Yellow Door a wall will have opened up, revealing the rest of the spiral and allowing several Golems to advance. Kill them as fast as possible and get through the



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Yellow Door. If thou hast much spare ammo, thou canst fight thy way around the outside of the spiral toward many valuable items, but the cost in health of fighting the guardians is high and the battle is not necessary for thee to finish the level.

Behind the Green Door is a large chamber, spreading westward, with a watery area visible in the distance. Long rows of bars along the way restrain numerous Weredragons, which threaten to fry anyone passing through the room. Fortunately they are currently trapped in their cages, but a long window at the far west end allows three Iron Liches in the water area behind it to launch their attacks at thee as well, so do not stand in one place for long here. At the west end are two exits. The one on the north leads to a long staircase heading downward and eastward, guarded first by Sabreclaws, then by Ophidians, as it turns north into a very long hallway with numerous small grottoes on both sides. If thou travelst the entire length of it and enterest the last grotto on the left/west, the floor outside rises to trap thee momentarily, then opens up to reveal a horde of Sabreclaws pouring out of the grottoes toward thee. If thou desirest to spend a great deal of time and effort killing them, the reward is a large supply of ammo inside the grottoes from which the Sabreclaws emerged. This is not necessary for thee to finish the level. However, the southern exit in the Weredragon room leads to a series of dangers that thou must face to open the door to the exit chamber.

Running through the Weredragon chamber attracts the attention of all within, including two Sabreclaws running loose. Kill or avoid them as quickly as possible, and duck into the southern passage to avoid incoming fire from Weredragons and Liches alike. Deal with the Sabreclaws first, then with the horde of Gargoyles blocking thy way in a room around to the east. Beyond that, the passage narrows and runs between two small rooms with windows; they have Weredragons within. At the end is a Phoenix Rod; taking it opens a wall on the north side of the Gargoyle chamber through which thou hast just passed, so enter it on thy way back. Within is a smaller chamber guarded by an Undead Warrior, which contains the switch to open up the exit chamber. Unfortunately, the exit lies far back in the huge bathhouse chamber, and by now the Weredragons around to the north have been released from their cages to hunt thee down. Thou canst fight them if thou hast the ammo and a

Chapter 5 The Dome of D'Sparil



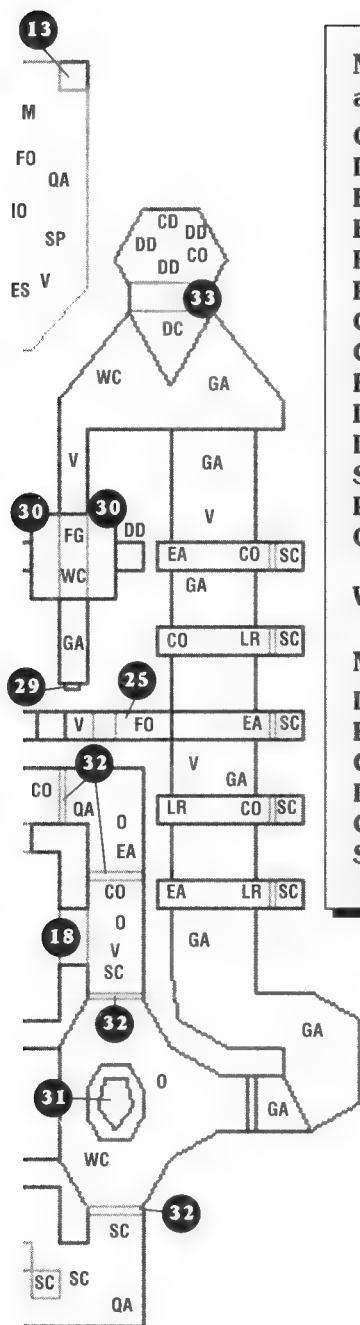
Tome or two, or thou canst attempt to run past them to reach the Green Door. Either way, the exit awaits thee in the bathhouse, in a small chamber at the center of the east wall, guarded by a single Disciple.

Mission 5: The Ophidian Lair

Thou startest in a quiet circular chamber containing nothing but a trigger. Predictably, this opens a way out, but doing so places thee in the middle of a huge square chamber with Ophidians on ledges to the north, east, and west, all with clear lines of fire to anything out in the open that stands still long enough. Therefore, thy first objective is to secure a reasonably safe place to fight off pursuers. As soon as the trigger to the north is activated, thou art lowered onto an island in the center of the chamber. No time for sightseeing—immediately run north across the water to the wide path surrounding it, then turn west. Head toward the northwest corner, where the Green Doors are guarded by one Sabreclaw. Kill him quickly and get inside to the north door, then put thy back against it and face three more Sabreclaws that are pursuing thee. Once these are dead, thou hast a shelter from Ophidian fire to deal with anything that follows thee. At this point thou shouldst also tour about the complex picking up items, but avoid the northeastern corner entirely because of the Iron Liches and the Maulotaur behind bars there. Although they cannot pursue thee, their ranged attacks can be deadly if thou givest them an excuse to use them.

Thy next goal is to fight thy way to the Yellow Key, starting at the southwest corner. As thou approachest the eastward flight of stairs inside, a wall opens up to the south, releasing three Ophidians. Deal with them by retreating to the shelter thou hast secured to the north, and kill them from afar as they follow, sidestepping their spell attacks. Then go back south to the chamber where they emerged, and collect the armor and other items within. Now head east up the stairs, where three Sabreclaws await thee. Kill them and prepare to face two more around the corner where the stairway turns south. At the top is a normal door; a Fire Gargoyle attacks as soon as thou openest it. Beyond, to the south, is a small grotto with a Quartz Flask inside, and stretching to the west is a

Chapter 5 The Dome of D'Sparil



Magical Weapons and Ammunition

CO	Claw Orb
DC	Dragon's Claw
EA	Ethereal Arrows
EC	Ethereal Crossbow
FO	Flame Orb
P	Gas Pod
GT	Gauntlets
GR	Greater Runes
HS	Hellstaff
IO	Inferno Orb
LR	Lesser Runes
SP	Mace Spheres
PR	Phoenix Rod
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
IL	Iron Lich
O	Ophidian
SC	Sabreclaw

The Heretic's Path

- 1 Start
- 2 Switch lowers platform 1 is on
- 3 Secret Door opens on approach
- 4 Switch opens 5
- 5 Secret Door pened by 4
- 6 Switch opens 7
- 7 Secret Door opened by 6
- 8 Yellow Key
- 9 Secret Doors (3) opened when you get 8
- 10 Crossing here opens 11
- 11 Secret Door opened by 10
- 12 Teleporter to 13
- 13 Teleporter 12
- 14 Floor lowers when stood on
- 15 Secret Door, only opens when you are at the bottom of 14
- 16 Yellow Door
- 17 Switch opens 18
- 18 Secret Door opened by 17
- 19 Switch opens 20
- 20 Secret Door opened by 19
- 21 Switch opens 22
- 22 Secret Door opened by 21
- 23 Switch opens 24
- 24 Secret Door opened by 23
- 25 Secret Door opens an approach
- 26 Teleporter to 27
- 27 26 takes you here
- 28 Secret Door opens from east side
- 29 Switch opens 30, raises ceiling over Green Key
- 30 Secret Doors (2) opened by 29
- 31 Green Key
- 32 Secret Doors (5), opens when you get 31
- 33 Secret Door, opens an approach
- 34 Green Door
- 35 Secret Door, opens an approach from north side
- 36 Switch opens 37
- 37 Exit Door opened by 36
- 38 Exit



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long chamber with two rows of pillars, concealing many more Gargoyles. The Yellow Key is visible in the distance at the end of the chamber, but first dispose of the inhabitants by entering and retreating to draw them out. When they are dead, collect the items behind the pillars, then head toward the Key. The last group of pillars have switches on the west side, and each opens a secret chamber nearby. In the one on the south are two Sabreclaws, guarding a Hellstaff and other minor items; the one on the north hides two more Sabreclaws, guarding Lesser Runes and a Torch. After acquiring these items, approach the pedestal where the Key rests. Stepping onto the platform opens walls to the immediate left and right, releasing a mob of Gargoyles from them, so backpedal into the pillar chamber and destroy them from afar. (Optional: Stepping into either of the hidden chambers flanking the Key temporarily opens the small grotto at the east end where the Quartz Flask was; within is a Teleporter, guarded by three Disciples.)

This is the only way to reach the inside of the chamber where the Maulotaur and the Iron Liches reside. It can be a very rewarding adventure if thou hast a Ring of Invulnerability, because they guard a large hoard of ammo and special items. Although the Liches can be dispatched easily with an active Tome, the Maulotaur is predictably very difficult to kill, so the best strategy is to clean out the treasure and get safely back to the Teleporter before the Maulotaur has a chance to attack. When the way is clear, proceed west past the pedestal into a short hallway, leading north to one last Gargoyle. The passage then turns east and appears to dead-end, but grabbing the Lesser Rune there causes the floor to drop, leading eastward to a Tome; when that is taken, a wall opens to the empty Ophidian chamber at the bottom of the stairs.

Now head east toward the Yellow Door and prepare to deal with the two Ophidians guarding the azure chamber behind it. Deal with them by leading them out the way thou camest, where thou canst kill them at a distance from the southwest corner thou hast just come from. Then return to the chamber, where a central pillar offers thee a choice of four triggers. Each one opens a wall nearby, releasing Ophidians and Sabreclaws, but thou needest not activate more than one to proceed south to the Green Key. The one on the east side of the pillar is the trigger you need to activate, but beware of the two Ophidians that advance from the south. Deal with them in the usual manner, by running west and

Chapter 5 The Dome of D'Sparil



killing them from a distance, then return. As thou passest into the newly opened chamber, one of the closed chambers outside opens automatically, releasing one Ophidian and one Sabreclaw. Another Ophidian also waits around the corner to the east, near the inaccessible Green Key, so step in just far enough to release the pair of monsters outside, then dispatch them first so thou canst avoid being cornered by all three. When the single guardian of the Key is dead, proceed east, around the Key, to a normal door.

The passage beyond curves around to a long hallway stretching northward, with recesses along each side, and thick wooden beams across the ceiling. Several Gargoyles will attack thee on thy way to the hall, and a few more are hidden up in the rafters. Proceed slowly and draw them out, then collect the items in the recesses. Beware the third recess on the west, where a Flame Orb rests, for taking it opens a secret door behind it, and an Ophidian waits upon a narrow staircase, which leads west to platforms where more Ophidians have been firing at thee in the central starting area. Killing them is well worth the effort, since they guard four Time Bombs, a pile of Mace Spheres, and a Teleporter that sends thee to a small secret chamber with a Shadowsphere in it. A secret door here opens up beside the Maulotaur area, so thou wilt be forced to trudge back southward, past the still inaccessible Green Key, to enter the long hallway from which thou camest. At the end of the hallway is a Dragon's Claw, resting on a triangular pedestal; taking it opens a wall behind it, releasing three Disciples. Dispatch them now; otherwise, they will wait until later to emerge and trap thee in the narrow southward passage west of the Claw. Within that passage is a pair of Gargoyles. Thou wilt find a switch at the end that allows thee to get the Green Key, but it also opens two walls halfway down the passage, releasing three Disciples, as well as four Sabreclaws back in the wider passage to the east. The easiest way to deal with these foes is to wield a Phoenix Rod before activating the switch, then quickly turn around and blast anything in the passage, taking care to fire directly north to avoid hitting a wall nearby and frying thyself.

When the way is clear, head out to collect the Green Key. Unfortunately, doing so opens a large number of walls nearby, releasing an equally large number of Ophidians and Sabreclaws. Since running through their midst would result in needless pain and possibly even death



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for thee, retreat back the way thou camest into the long hallway, as fast as possible, to deal with them from afar. Thou wilt have to make several trips out and back to draw them all out, but the reward for thine efforts is a generous supply of items in the rooms from which they emerge, plus a Morph Ovum where the pillar with four switches was. Clean up and grab as much as thou canst carry, then head for the Green Doors.

There are two to choose from; the path of least resistance lies behind the northern one. After thou openest it, a Sabreclaw immediately attacks, followed by two more, which were out of view, that thou drawest out by briefly entering the door and retreating. When these are dead, enter and head east up the stairs, to where two Ophidians wait on a platform with a switch at its north end. This opens the exit chamber to the west and south, allowing thee to run straight for it—or face the guardians of many items in the rooms nearby (see map). The optimal path to the exit takes thee behind the western Green Door, where two Gargoyles and an Ophidian block the way. Kill them and proceed south past the door, up a narrow staircase where a Disciple has emerged from the exit that is visible to the south. One more Ophidian lurks on the platform to the east at the top of the stairs—thy last foe before thou takest thy leave.

Mission 6: The Halls of Fear

Thou startest outside, on a walled platform overlooking a lake. There will be a hall running to the north. Move to the end of the hall, where thou wilt find the Green Key resting high up on a platform where thou canst not reach it. Turn around and face south; thou wilt see several gargoyles headed toward thee. After thou hast cleaned out the hall, go back south to the first opening in the east wall and jump down into the lake. Go to the opening that thou wilt see to the southeast in the outside wall. Thou wilt find a hall with two Sabreclaws in it. At the end of the hall, thou wilt find the Yellow Key. Grabbing the Key will open a secret door in the south wall, with an Iron Lich behind it. Get out of the hall and back to the lake. Keep an eye out for Gargoyles and go to the north end of the lake, where thou wilt find a Teleporter that will take thee back to the start. Go back to the Yellow Door.

Before thou openest the door, thou shouldst use a Tome of Power

Chapter 5 The Dome of D'Sparil



and, preferably, the Dragon's Claw. On the other side of the door is a hall running to the east, with alcoves along the north and south walls. Open the door and start blasting. Thou shouldst be able to deal with these foes fairly easily as long as thou dost not enter the room. If thou art inside for too long, the door will close and seal thee in. Once all the monsters are dead, enter the room and go to the east end, where thou wilt find a switch in the north wall and one in the south wall. Activate both switches, and secret doors will open in the north and south walls, allowing thee access to hallways behind each, where thou wilt find some Gargoyles and a Sabreclaw. One of the switches will also have opened the door at the west end of the hall.

Leave the hall by way of the east door and face south. Thou wilt be looking at a stairway leading down to a landing and back up the other side. Some Gargoyles await thee around the landing, but thou canst kill them from where thou art. Go to the south end of the hall. As thou passest the landing, thou wilt see the Green Door in the east wall. At the end of the hall will be a small room with three Ophidians in it. Draw them out into the hall and back up to the landing. Use the walls for cover and kill the Ophidians, then move back up to the room. There will be an invisible window in the west wall, with two Ophidians in it trying to shoot thee. Thou wilt find the Blue Door in the east wall and a switch in the north wall. In the middle of the south wall, between two banners, is a door thou canst not see. Through this door is a hall leading around to the room where the two Ophidians are. Activate the switch and go back to the north end of the hall. There will now be an opening in the northwest corner, with a switch in it. Activate the switch and go back to the Green Key. The platform will now be lowered and thou wilt be able to get the Key. Now go back to the Green Door.

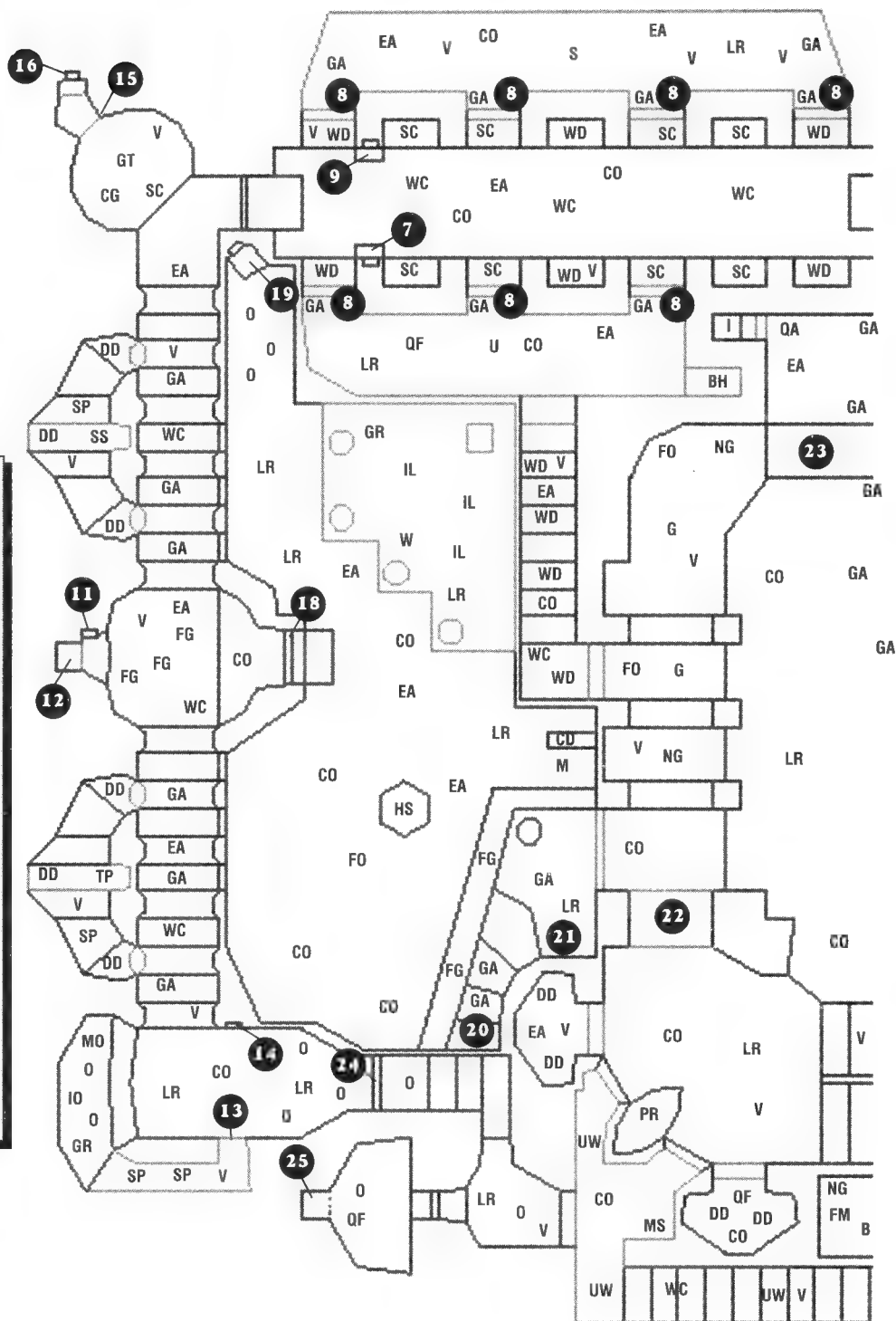
If thou hast a Ring of Invulnerability, put it on and make thyself ready. When thou passest through the door, thou wilt be in the lake, where thou wilt see a Maulotaur. Go north immediately and activate the switch thou wilt find there. The switch will be guarded by three Ophidians. Run to the south end of the lake, then up the staircase thou wilt find there. At the top will be the Blue Key and a hall running to the north with some Nitrogolems in it. Kill them, then go to the north end of the hall, where thou wilt see a platform rising that will connect to the first hall thou entered. From here, go to the Blue Door.



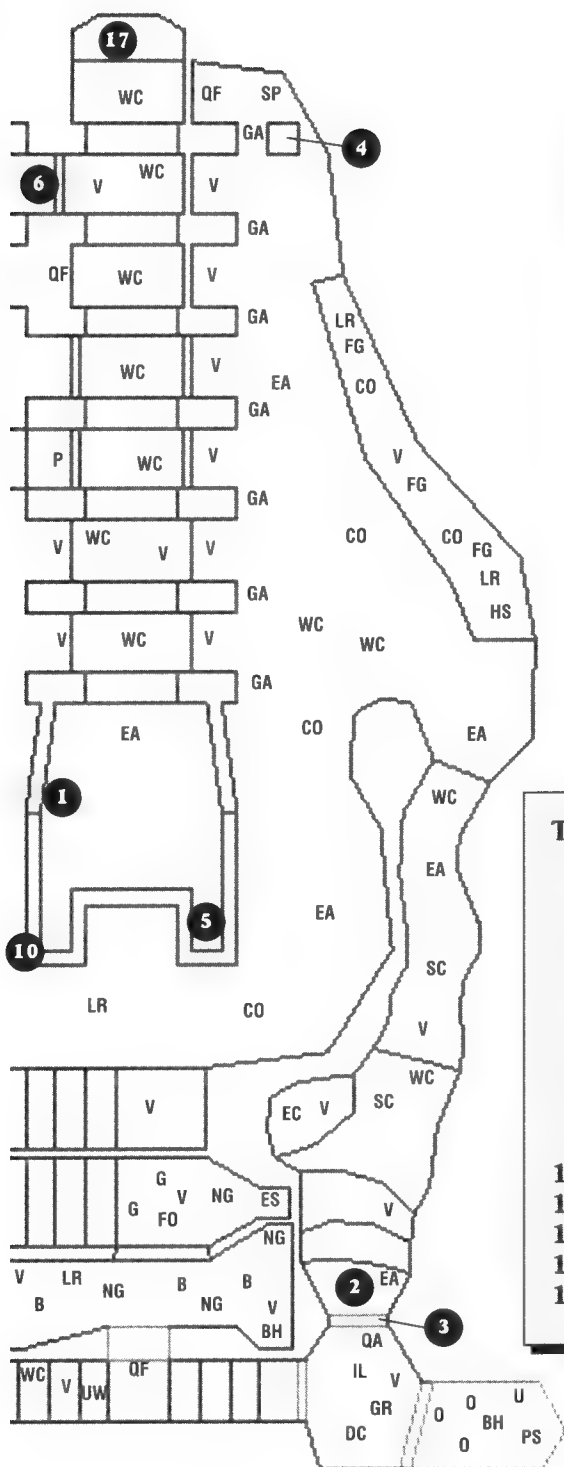
Mission 6: The Halls of Fear

Items and Artifacts

BH	Bag of Holding
B	Delminalita's Time Bomb of the Ancients
CD	Darchala's Chaos Device
ES	Enchanted Shield
W	Inhilicon's Wings of Wrath
MS	Map Scroll
U	Mystic Urn
QF	Quartz Flask
SS	Shadowsphere
S	Shield
MO	Torpol's Morph Ovum
TP	Tyketto's Tome of Power
I	Valabor's Ring of Invulnerability
V	Vial



Chapter 5 The Dome of D'Sparil



Magical Weapons and Ammunition

CO	Claw Orb
CG	Crystal Geode
DC	Dragon's Claw
EO	Energy Orb
EA	Ethereal Arrows
EC	Ethereal Crossbow
FM	Fire Mace
FO	Flame Orb
P	Gas Pod
GT	Gauntlets
GR	Greater Runes
HS	Hellstaff
IO	Inferno Orb
LR	Lesser Runes
SP	Mace Spheres

PH	Phoenix Rod
QA	Quiver of Ethereal Arrows
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
GA	Gargoyle
IL	Iron Lich
M	Maulotaur
NG	Nitrogolem
O	Ophidian
SC	Sabreclaw
UW	Undead Warrior
WD	Weredragon

The Heretic's Path

- | | |
|-------------------------------------|------------------------------------|
| 1 Start | 15 Secret Door opened by 14 |
| 2 Yellow Key | 16 Switch lowers platform 17 is on |
| 3 Secret Door, opens when you get 2 | 17 Green Key |
| 4 Teleporter to 5 | 18 Green Door |
| 5 4 brings you here | 19 Switch, lowers 20 |
| 6 Yellow Door | 20 Step lowered by 19 |
| 7 Switch opens 8 | 21 Blue Key |
| 8 Doors (8), opened by 7 | 22 Secret Door, opens an approach |
| 9 Switch lowers 10 | 23 Platform rises on approach |
| 10 Wall lowered by 9 | 24 Blue Door |
| 11 Switch opens 12 | 25 Exit |
| 12 Teleporter to 5 | |
| 13 False wall | |
| 14 Switch opens 15 | |



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Thou wilt find a hall to the east with an Ophidian in it. The hall will turn south into a small room, with another Ophidian in it. The exit door is in the west wall. There will be an opening in the east wall, where thou wilt see a couple of Undead Warriors. Behind the exit door will be yet another Ophidian in front of the Teleporter that will take thee away from here.

Mission 7: The Chasm

Moving ever closer to D'Sparil, thou findest thyself facing west in a rectangular room running west. The north and south walls each have three windows, with an Ophidian behind each one. Run past them through the doorway in the west wall. There will be a stairway here, curving up and around to the east, with a wooden door at the top. On opening the door, thou wilt see a room running north to south, with many Golems in it. The east wall of this room has a long window in it, through which thou canst see a large room with a small building in it. The south room of the building is a ledge with stairs running down to the south. The west wall of the room thou art in has terraced stairs, leading up to a Bag of Holding. If thou chooseth to take the bag, three secret doors will open—one behind the bag, with an Undead Warrior inside, and one on either side, with two Nitrogolems in each. Go to the north end and enter the wooden door that thou wilt find there.

Inside the door will be a hallway curving up to the east, with two Gargoyles in it. At the end of the hall is a room in which thou wilt find some Gargoyles and the Yellow Door, which is in the south wall. Thou wilt see a large mural in the north wall, which is actually a secret door. Opening it may be more trouble than it is worth, since there are three Weredragons in the room behind it, which has a switch in its north wall. The switch will open a Teleporter, also in the north wall, which will take thee to a small room containing a Teleporter and a Weredragon. Kill the Sabreclaw and step onto the Teleporter. Thou wilt find thyself in an exact duplicate of the last room. When thou takest the Teleporter from here, thou wilt be back in the room behind the mural. Go back out through the mural and leave this room by taking the stairway in the east wall. This will take thee down to the south, where thou wilt see a room running north to south, with a long window in its west wall. Looking through the

Chapter 5 The Dome of D'Sparil



window, thou wilt see the other side of the building inside the room that thou hast seen before. There are three Undead Warriors in this room, as well as a stairway running up the east wall. The bottom end of the stairway is too high for thee to get onto it. After thou hast killed the Warriors, move to the southern end of the room, where thou wilt find a short hallway in the east wall. Halfway down the hall will be a door in the east wall, in front of which will be an Undead Warrior. Inside the room will be a Disciple of D'Sparil and a switch. Activating the switch will do two things. First, it will lower the bottom of the staircase in the previous room. The troublesome part is that it will also open the south end of the hall, releasing two more Undead Warriors. After thou hast killed all these foul fiends, go back to the last room and up the stairs; thou wilt find the Yellow Key. Clear the room and go to the Yellow Door.

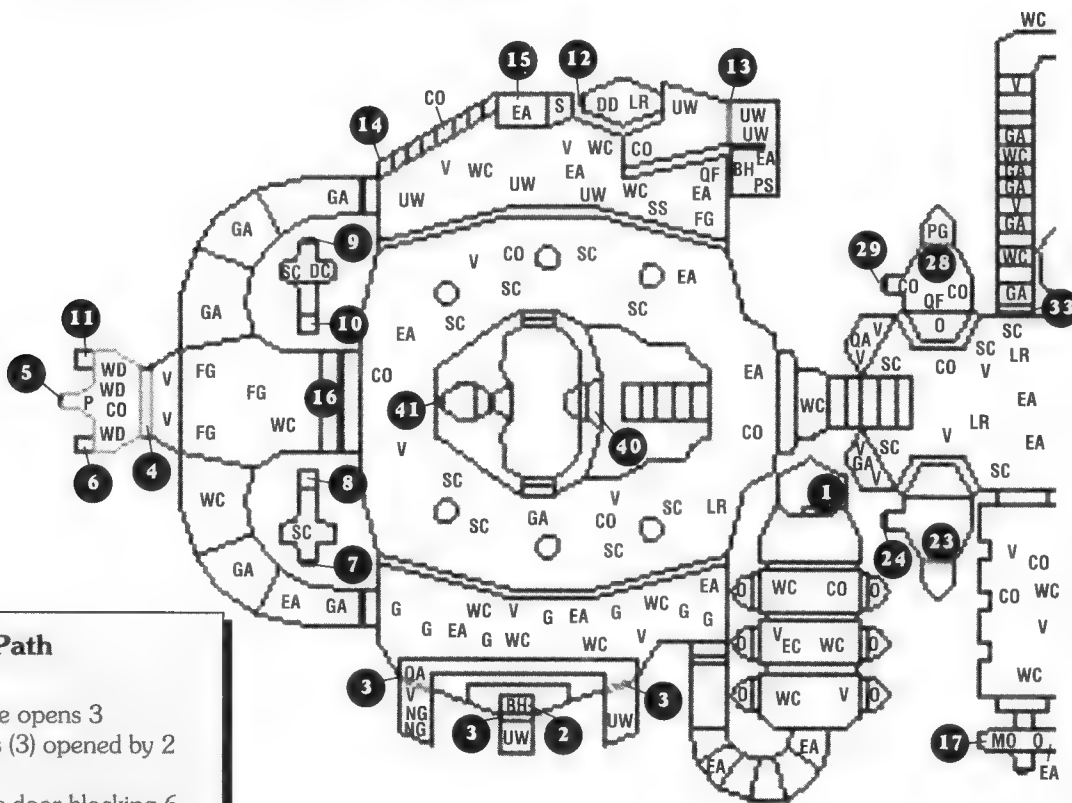
This door opens onto the room with the building inside it that thou hast already seen twice. Thou wilt immediately be set upon by several Sabreclaws. Back into the room, kill all of them, then move out into the room. Go to the south end of the room and, using one of the pillars for cover, kill the two Disciples of D'Sparil standing in front of the Blue Door. Then go up the stairs in the south wall. At the top of the stairs, fire one round into the room and back down the stairs. The blast will attract the attention of all the Sabreclaws in the room, who will come down the stairs in pursuit of thee. Once the way is clear, re-enter the room. The room will have a high ceiling, with alcoves overlooking the room at the north ends of the east and west walls, each of which will be occupied by an Ophidian. At the south end of the east wall will be the Green Door; at the south end of the west wall will be a doorway. In the middle of the south wall is a large mural. Enter the doorway in the southwest corner and thou wilt see a room running west, with columns and pillars along its north and south walls. At the west end of the room, thou canst see an opening with a switch inside. Take care, because the switch is guarded by two Ophidians. Kill them, activate the switch, and go to the east end of the south wall. Here thou wilt find that a secret door has opened, allowing thee access to the stairs behind it.

At the top of the stairs, thou wilt be overlooking a room with a Maulotaur in it, and a couple of Gargoyles will attack thee. It is guarding three Teleporters. The two on the north side are close to the floor, but the one on the south is raised. There is a raised platform that looks like a



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Mission 7: The Chasm



The Heretic's Path

- 1 Start
- 2 Crossing here opens 3
- 3 Secret Doors (3) opened by 2
- 4 Secret Door
- 5 Switch opens door blocking 6
- 6 Teleporter to 7
- 7 Switch opens door to 8
- 8 Teleporter to 9
- 9 Switch opens door to 10
- 10 Teleporter to 11
- 11 10 brings you here
- 12 Switch opens 13 and lowers 14
- 13 Secret Door opened by 12
- 14 Step lowered by 12
- 15 Yellow Key
- 16 Yellow Door
- 17 Switch opens 18
- 18 Secret Door opened by 17
- 19 Switch lowers 20
- 20 Ledge lowered by 19
- 21 Secret Door

- 22 Teleporter to 23
- 23 Secret Door opened by 24
- 24 Switch lowers 25 and opens 23
- 25 Crossing here opens 26
- 26 Secret Door opened by 25
- 27 Teleporter to 28
- 28 Secret Door opened by 29
- 29 Switch opens 28 and lowers 30
- 30 Teleporter to
- 31 Green Key
- 32 Secret Door
- 33 Green Door
- 34 Secret Door
- 35 Walkway with strong wind blowing from east to west
- 36 Blue Key
- 37 Teleporters (2) take you to 38
- 38 37 brings you here
- 39 Secret Door opens when you pass 34
- 40 Blue Door
- 41 Exi





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Teleporter but is not. Activate the switch that thou wilt find in the south wall. Thou wilt find no better opportunity to kill a Maulotaur, and it may well save thee later, so use a Tome and open fire. Once the Maulotaur is dead, go back down the stairs to the room with the mural in it. As thou approachest the mural it will open, revealing the room the Maulotaur was in. Step onto the Teleporter in the northeast corner, which will take thee to the alcove in the east wall overlooking the outside room. Activate the switch in the north wall, jump down, and return to the Teleporters. The switch will have lowered the Teleporter in the southeast corner. If thou steppest onto the Teleporter in the northwest corner, it will take thee to the alcove across from the one thou wert just in. The switch in this alcove will lower the platform in the southwest corner, atop which will be a Quartz Flask. Stepping onto this platform will open a secret door in the south wall, releasing three Disciples of D'Sparil. I would advise against this move, since thou must conserve ammo. The Teleporter in the southeast corner will take thee to an alcove overlooking the room the Maulotaur was in; the Green Key will be directly in front of thee. There will be a secret door in the south wall, with two Weredragons behind it, guarding some Time Bombs. Grab the Key and head for the Green Door.

Behind the Green Door will be a stairway leading down to the east, which curves back to the west at the bottom. Thou wilt go from the hall into some caverns, which are full of Sabreclaws. There will be three passages from which to choose; take the middle one. This will lead thee to an underwater lake. Follow the west side of the lake and enter the first doorway to the west. Thou wilt be in a curving hallway, leading to a stairway. The stairs will curve around and end on a landing. Thou wilt find a walkway running to the southeast across a vast pool of lava. There will be Gargoyles hanging about, which thou must kill before crossing the walkway. Once they are dead, cross the walkway carefully. There will be a strong wind blowing to the west, which can blow thee off if thou art not careful. There will be rooms in the northeast corner and the southeast corner of the outer wall, each with an Iron Lich in it, shooting at thee. At the other end of the walkway is a small room, containing the Blue Key and a Fire Mace. Grab the treasure and head back to the Blue Door.

Take out a Tome and open the door. Inside the door will be an exit door and three Iron Liches. Take thy time and eliminate all three Liches, then enter the room. Open the exit door and activate the exit switch.

Chapter 5 The Dome of D'Sparil



Mission 8: D'Sparil's Keep

Thy journey has at last brought thee to the fortress of thine enemy. Stay sharp—this will be far from easy, but with care thou wilt accomplish thy goal. Thou wilt find thyself on a raised platform in the middle of a room with a lake below thee. There will be a ledge, just as high as the platform thou art on, running around the walls of the room. Thou wilt see Gargoyles spaced around the room, facing away from thee. Open fire and clear them out, then jump down to the lake. In the lake thou wilt find some ammo, artifacts, and Crystal Vials to replenish thy stores. Once thou hast gathered all thou canst carry, use the Wings of Wrath thou hast found and fly up to the southeast corner of the ledge. Thou wilt find that a Teleporter has appeared. Use the Teleporter and thou wilt find thyself in a small hourglass-shaped room.

Thou wilt be at the north end; two Disciples of D'Sparil will be guarding the Teleporter at the south. Using the walls for cover, thou canst kill them, pick up the artifacts, and enter the Teleporter, which will take thee back to the Teleporter that brought thee here. The floor of the room will be rising up to the level of the ledge, allowing thee to run straight across to the Teleporter that will have appeared in the northwest corner.

If thou still hast a Ring of Invulnerability, this would be a good time to put it on. This Teleporter will take thee to a small round room, which will have several Nitrogolems and a Teleporter in its south wall. Blast thy way to the Teleporter, which will take thee back to the main room. Upon thy re-entry, thou wilt see that a third Teleporter has appeared in the southwest corner.

Move quickly, to make the most of the Ring, and step onto the Teleporter. Thou wilt be whisked to another small room, with three Ophidians in the middle and switches in its north and south walls. Activate the switch in the north wall, then the one in the south wall. This will open a secret door, revealing a short hall to the west. In the hall will be an Iron Lich and a Teleporter at the west end. If thou movest fast, thou canst run past the Lich and jump onto the Teleporter, which will take thee back again to the room where thou didst begin. A fourth and final Teleporter will have appeared in the northeast corner. Beside the new Teleporter, thou wilt see a vent in the wall just above the floor. Here thou wilt find a secret door, behind which will be some more artifacts that thou wilt need. Empty the room and enter the Teleporter.

Chapter 5 The Dome of D'Sparil



Mission 8: D'Sparil's Keep

Items and Artifacts

- BH** Bag of Holding
- CD** Darchala's Chaos Device
- U** Mystic Urn
- S** Shield
- I** Valabor's Ring of Invulnerability
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- DC** Dragon's Claw
- EO** Energy Orb
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- FO** Flame Orb
- P** Gas Pod
- GT** Gauntlets
- GR** Greater Runes
- HS** Hellstaff
- IO** Inferno Orb
- LR** Lesser Runes
- SP** Mace Spheres
- PR** Phoenix Rod
- QA** Quiver of Ethereal Arrows

Monsters

- DD** Disciple of D'Sparil
- GA** Gargoyle
- IL** Iron Lich
- NG** Nitrogolem
- O** Ophidian

The Heretic's Path

- 1** Start
- 2** Teleporter to 3
- 3** 2 brings you here
- 4** Teleporter to 2
- 5** Floor of pit raised by use of 4
- 6** Teleporter revealed when you used 4, takes you to 7
- 7** 6 brings you here
- 8** Teleporter to 6
- 9** Teleporter, revealed by using 8, takes you to 10
- 10** 9 brings you here
- 11** Switch opens 12
- 12** Secret Door opened by 11
- 13** Switch opens 14
- 14** Secret Door opened by 13
- 15** Teleporter to 9
- 16** Secret Door
- 17** Teleporter, revealed by use of 15, takes you to 18
- 18** 17 brings you here
- 19** Secret Door opens with the Death of D'Sparil
- 20** Switch raises 21
- 21** Stairs raised by 20
- 22** Exit
- 23** D'Sparil's Teleports, stand clear.



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Thou wilt now find thyself atop a wall in the shape of a pitchfork. There will be some treasures on the wall, but thou must move quickly to get them. This wall is in the middle of a small lake, which is at the north end of a large open area surrounded by a wall. At the south end of the field, thou wilt see a platform that overlooks the field. In front of the platform will be thy nemesis. D'Sparil will be riding on the back of a large horned lizard. Thou must start moving and take care not to stop. Fire on the lizard; take care, for it will attack thee with powerful fireballs. Once thou hast killed the Beast, thou must face its master. Seeing that thou meanest business, D'Sparil will summon some of his Disciples to aid him. Now thou art truly in trouble: thou art under fire not only from D'Sparil, but from his minions as well. It will be no small feat to kill D'Sparil, so, if thou hast a goodly stock of ammo, thou mayest wish first to kill off his Disciples. If thou still hast some Phoenix Missiles, this would be a good use for them. Whether thou killest his Disciples or not, the best way to deal with D'Sparil is to run at him, firing, and then to retreat. This will not be easy, since D'Sparil has the power to teleport at will, so thou mayest wind up firing at empty space. Persistence, quick movement, and conservative use of firepower are the keys to success. If thou usest them wisely, thou wilt be victorious. Once D'Sparil has been vanquished, a section of the north wall will open. Inside, thou wilt find a switch that will activate a stairway leading up to the platform on the south end of the field. Move up to the platform, where thou wilt find a Teleporter. Take one last look at this Godforsaken place, then step onto the Teleporter.

Mission 9: The Aquifer

The beginning of this mission will find thee at the south end of a large room facing north. In front of thee will be two large columns, each with a Gargoyle behind it. In the northwest corner thou wilt see a platform with four columns on it, each hiding an Ophidian. There will also be a platform in the northeast corner, bearing four columns, a crossbow, and some arrows. Behind thee will be a stairway running up along the south wall. Run over and cross the platform with the crossbow on it—this will open three secret doors in the east wall, releasing some Nitrogolems—and up the steps to the end, where thou wilt find the Yellow Door. Both

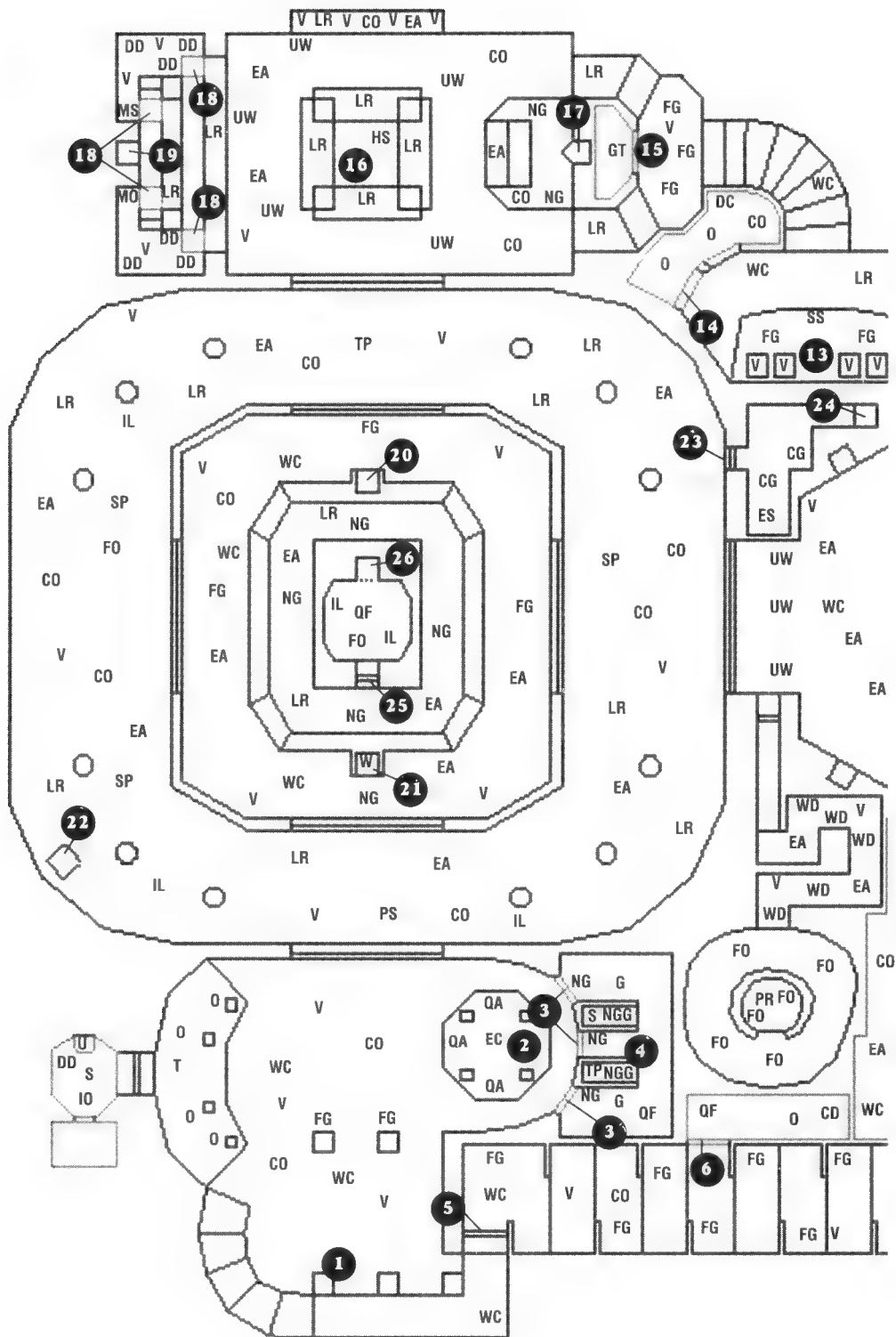
Chapter 5 The Dome of D'Sparil



the Golem and the Ophidians will start to follow thee, but then they will begin fighting each other. Thou wilt be able to use the columns along the stairs as cover and pick them off one at a time. Next, return to where the crossbow was and thou wilt see the three doorways. Through the center one, thou wilt see the Yellow Key. Enter either the one to the north or the one to the south. At the east end of the wall dividing the doorways will be openings with a Nitrogolem ghost in each. Thou wilt also find a Tome of Power and a Shield. Go back to the Yellow Door.

Upon opening the door, thou wilt discover a hallway running to the east. Short partitions will run out from both the north and south walls, creating a sort of zigzag. Toward the east end of the hall, thou wilt see two Undead Warriors; behind most of the partitions will be Gargoyles. One section of the hall will be dark; here thou wilt find a secret door in the north wall. Inside will be two Ophidians guarding a Chaos Device and a cache of ammo. At the east end of the hall will be another hall like this one, running to the north, except that there are no Undead Warriors in that hall. In the east wall of the third section of this hall will be a secret door. There will be two more Ophidians in this one, guarding a Ring of Invulnerability. At the north end of the hall, thou wilt find a wooden door into a large room, with a stairway running down into the middle of the room from the east wall and the Green Door in the north wall. There will be six Undead Warriors in this room, so be on thy guard. There will be a wooden door near the south end of the west wall. If thou thinkest a Phoenix Rod is worth battling a handful of Weredragons, go directly in. Thou wilt find a narrow hall leading to a round room with lava and several Fire Orbs on its floor. In the center is a hollow column, with a door in the south side. Inside is the Phoenix Rod.

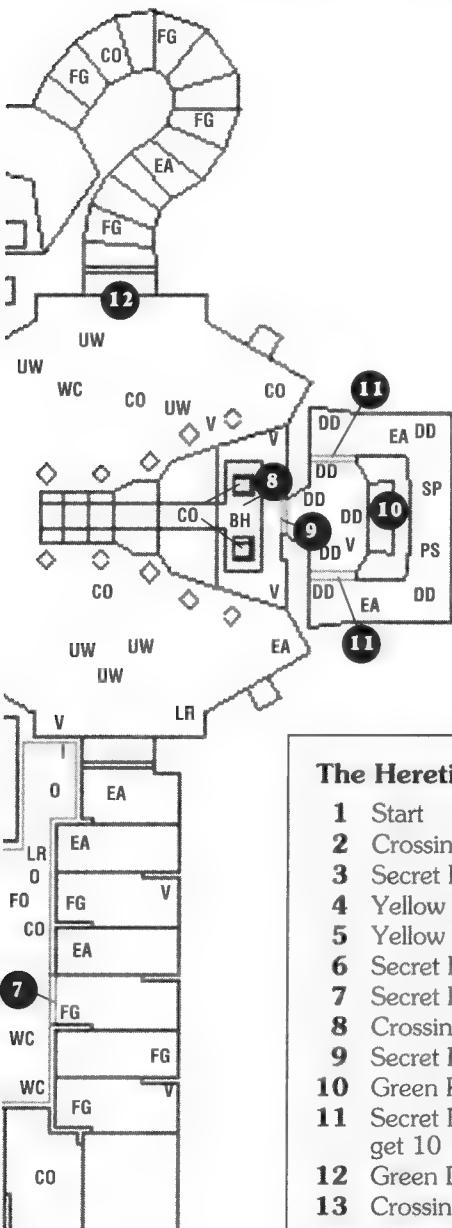
Back in the last room, go to the top of the stairs, where thou wilt find a Bag of Holding. Make thyself ready before taking it, for this action will open a secret door in the east wall, releasing four Disciples of D'Sparil from a small room. A Tome and the Dragon's Claw will work well together here. After thou hast killed the Disciples, enter the room, where thou wilt see the Green Key. Picking up the Key will open two more secret doors, one in the north wall and one in the south. These doors are connected by a hall that runs around the room in which thou art. There are four more Disciples in the hall. Once thou hast finished here, go to the Green Door.



Chapter 5 The Dome of D'Sparil



Mission 9: The Aquifer



Items and Artifacts

BH	Bag of Holding
ES	Enchanted Shield
QF	Quartz Flask
SS	Shadowsphere
S	Shield
T	Torch
MO	Torpol's Morph Ovum
TP	Tyketto's Tome of Power
V	Vial

Magical Weapons and Ammunition

CO	Claw Orb
CD	Darchala's Chaos Device
EA	Ethereal Arrows

EC	Ethereal Crossbow
EO	Energy Orb
FO	Flame Orb
IO	Inferno Orb
LR	Lesser Runes
PR	Phoenix Rod
PS	Pile of Mace Spheres
WC	Wand Crystals

Monsters

DD	Disciple of D'Sparil
FG	Fire Gargoyle
G	Golem
NG	Nitrogolem
NGG	Nitrogolem ghost
O	Ophidian
UW	Undead Warrior
WD	Weredragon

The Heretic's Path

- | | |
|---|---|
| <ol style="list-style-type: none"> 1 Start 2 Crossing here opens 3 3 Secret Doors opened by 2 4 Yellow Key 5 Yellow Door 6 Secret Door 7 Secret Door 8 Crossing here opens 9 9 Secret Door opened by 8 10 Green Key 11 Secret Doors (2) open when you get 10 12 Green Door 13 Crossing any of these will open 14 | <ol style="list-style-type: none"> 14 Secret Door opened by 13 15 Secret Door 16 Crusher 17 Blue Key lowers 18 18 Columns (4) lowered by getting 17 19 Teleporter to 20 20 Teleporter to 19 21 Teleporter to 22 22 21 brings you here 23 Secret Door 24 Teleporter to 2 25 Blue Door 26 Exit |
|---|---|



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Here thou wilt enter a hallway leading down and curving to the west, with a couple of Gargoyles in it. At the bottom thou wilt find a small room, in which will be an Undead Warrior. This room will also have a platform along the south wall with four stands on it. On each of these stands rests a Crystal Vial. Crossing any one of these will open a secret door in the northwest corner beside the window. Through the window, thou wilt be able to see two Ophidians; the doorway leads to the room in which they are, where thou wilt also see a Dragon's Claw. Leave the room with the stands by way of the stairs leading down from the north wall, which curve to the west. At the bottom is a landing with three Gargoyles on it. Here the hall splits in two; both halls continue to the west and empty into a large room, in whose center is a section of roof that is lower than the rest, with a Hellstaff under it.

Thou wilt find four Undead Warriors running about the floor of this room and two Nitrogolems standing on a platform on the east end, guarding the Blue Key. Moving under the lowered section of roof will cause it to lower and possibly crush thee; however, if thou runnest, thou canst pass through in time. When thou takest the Key from the platform on the east end, four secret doors will open in the west wall, releasing several Disciples. Thou mayest wish to use a Tome or a Ring before grabbing the Key. There will also be a Teleporter in the center of the west wall. Around it thou wilt find a map, a Morph Ovum, and a Fire Mace. Jump onto the Teleporter.

Thou wilt find thyself on a Teleporter on the north end of a walkway that circles a wall with doorways in each corner. There will be some Gargoyles along the walkway, so be on thy guard. Thou wilt be able to look out the windows and see that the walkway is surrounded by a deep moat. If thou goest to the south end of the walkway, thou wilt find another Teleporter, which will take thee into the moat. Here thou wilt find copious quantities of ammo, but it is guarded by four Iron Liches. There is a secret door in the north end of the east wall, with a Teleporter that will take thee back to the one that sent thee here. Through the doorways in the inner wall, thou wilt be able to see a room in the middle and some Nitrogolems patrolling around it. After clearing the way, go to the south side of the room, where thou wilt find the Blue Door. Inside the Blue Door are two Iron Liches and the exit Teleporter.

Chapter 5 The Dome of D'Sparil



The Secret Level

This mission is so secret that the only way thou canst get to it is by warping to Episode 4, Mission 1. Upon thy arrival, thou wilt be standing atop a platform at the south end of a room with stairs running down to the east and west. A Golem will be coming up each stairway. Back into the doorway behind thee and kill them when they enter. Go back out onto the platform, and thou wilt see a doorway in the north end of the room. Through the doorway thou wilt see a pool in the middle of another room. Two Gargoyles and two Nitrogolems will be coming toward thee from this room. After thou hast eliminated all these threats, pass back through the doorway in the south wall of the platform. Go around the wall on the other side; thou wilt find a room in the south end.

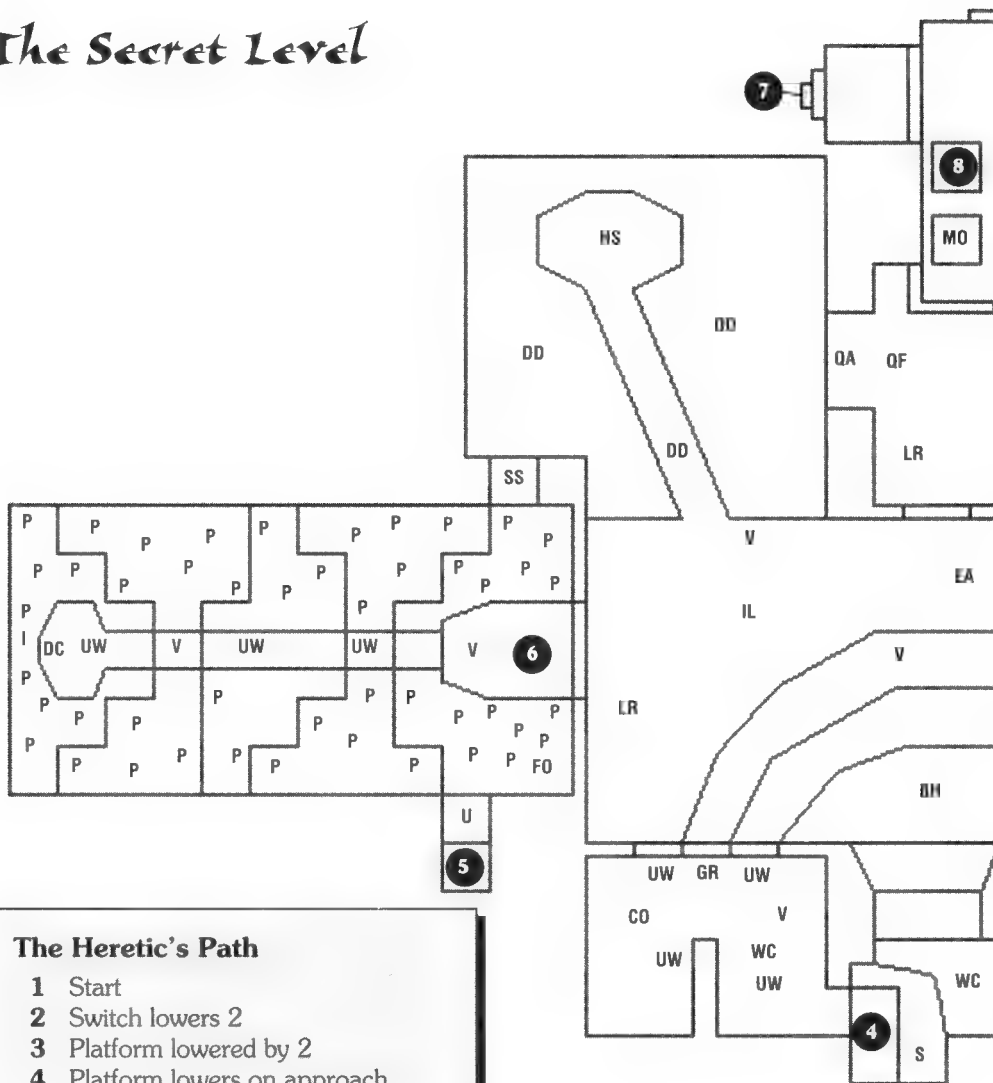
There will be openings in the east and west sides of the room. Entering either will drop thee down into a small room that contains three Nitrogolems and Wings of Wrath. The switch in the northeast corner will lower a platform along the north wall, which thou canst ride back up. Thou wilt be back in the last room. Go back through the doorway in the north wall to where thou didst start. Take the stairs down to the west. At the bottom, thou wilt find a small room in the west wall. This room will have a doorway in its north wall, leading out into a courtyard, and a platform in the southwest corner with a doorway at the top of it. Move into the courtyard, where thou wilt see an Iron Lich and three Disciples of D'Sparil. Retreat back to the stairs and kill the Disciples as they try to follow thee. Go back into the room and kill the Undead Warrior that thou wilt see at the top of the platform, then ride it up. Through the doorway at the top will be a U-shaped room, with three more Undead Warriors in it. After thou hast killed the Warriors, go to the windows in the north, where thou wilt be able to kill the Lich.

Jump out through the eastern window into the courtyard. Thou wilt see a doorway in the west wall. There will be a walkway running from the doorway to the west end of the room, with three Undead Warriors on it. Around the walkway will be lava and Gas Pods. Blasting the Pods will kill or weaken all of the Warriors. Finish off any that are left and head down the walkway. At the end, thou wilt find a Dragon's Claw. If thou droppest off the west end, thou wilt find a Ring of Invulnerability. From here, run



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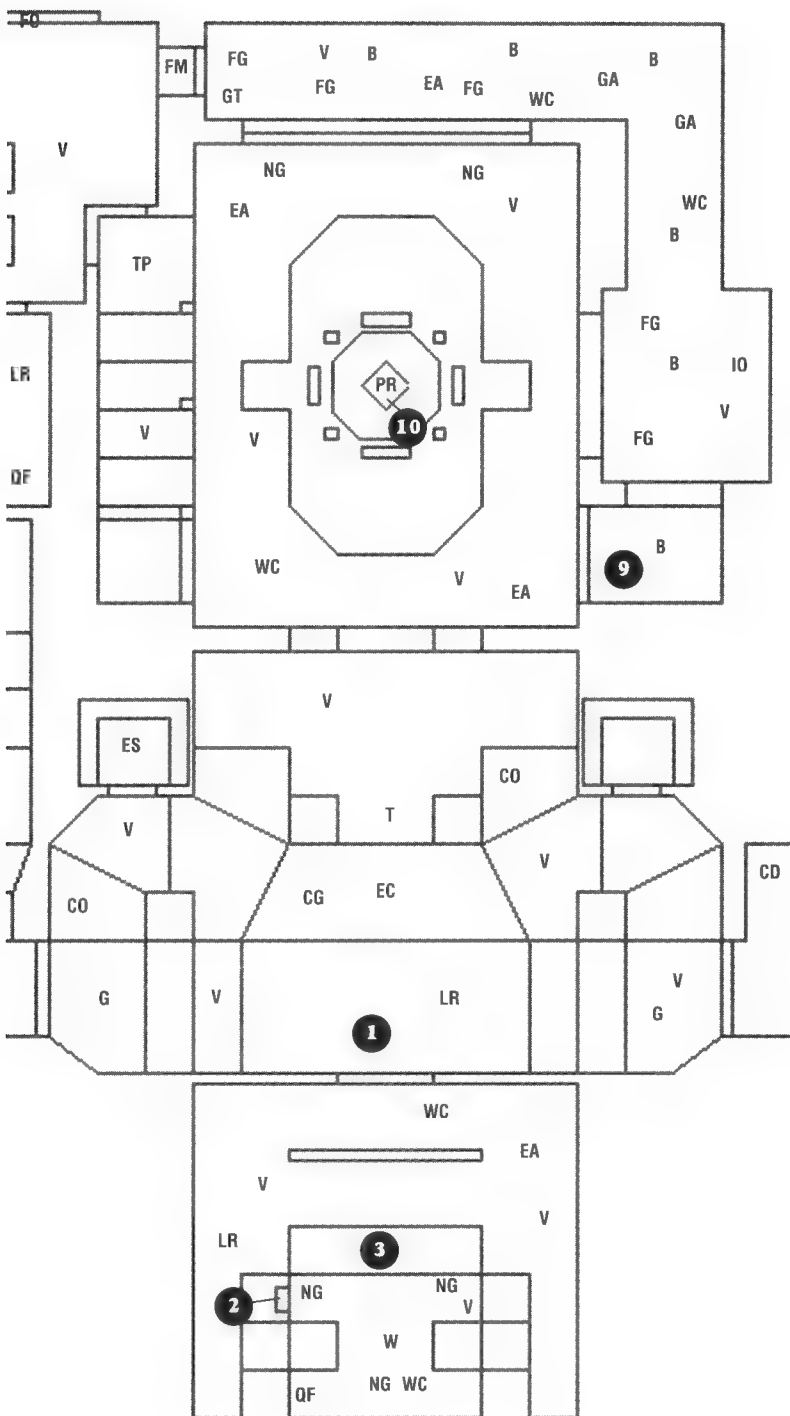
The Secret Level



The Heretic's Path

- 1 Start
- 2 Switch lowers 2
- 3 Platform lowered by 2
- 4 Platform lowers on approach
- 5 Teleporter to 6
- 6 6 brings you here
- 7 Switch lowers 8
- 8 Pillar lowered by 7
- 9 Platform lowers when activated
- 10 Landing here causes surrounding walls to lower

Chapter 5 The Dome of D'Sparil



Items and Artifacts

- BH** Bag of Holding
- B** Delmintalita's Time Bomb of the Ancients
- ES** Enchanted Shield
- W** Inhilicon's Wings of Wrath
- U** Mystic Urn
- QF** Quartz Flask
- SS** Shadowsphere
- S** Shield
- T** Torch
- MO** Torpol's Morph Ovum
- TP** Tyketto's Tome of Power
- V** Vial

Magical Weapons and Ammunition

- CO** Claw Orb
- CG** Crystal Geode
- DC** Dragon's Claw
- EA** Ethereal Arrows
- EC** Ethereal Crossbow
- EO** Energy Orb
- P** Gas Pod
- HS** Hellstaff
- IO** Inferno Orb
- LR** Lesser Runes
- PR** Phoenix Rod
- WC** Wand Crystals

Monsters

- DD** Disciple of D'Sparil
- FG** Fire Gargoyle
- GA** Gargoyle
- NG** Nitrogolem
- UW** Undead Warrior



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to the north wall, where thou wilt find a Mystic Urn in front of a Teleporter, which will take thee back to the east end of the walkway.

Back in the courtyard, thou wilt see a walkway running out into a pool of lava with a Hellstaff at the north end. Thou wilt also find a doorway in the east end of the north wall. Through this door is a small room, with another doorway in its north wall. Through here thou wilt find another small room. Looking about the room, thou wilt see two raised platforms by the west wall, an alcove with a switch in the northwest corner, a window at the top of the north end of the east wall, and another doorway in the southeast corner. The switch will lower the northern platform so that thou canst ride it up, but watch for fire from the window. At the top of the platform, jump to the other platform, on which thou wilt find a Morph Ovum. Jump down and pass through the opening in the southeast corner.

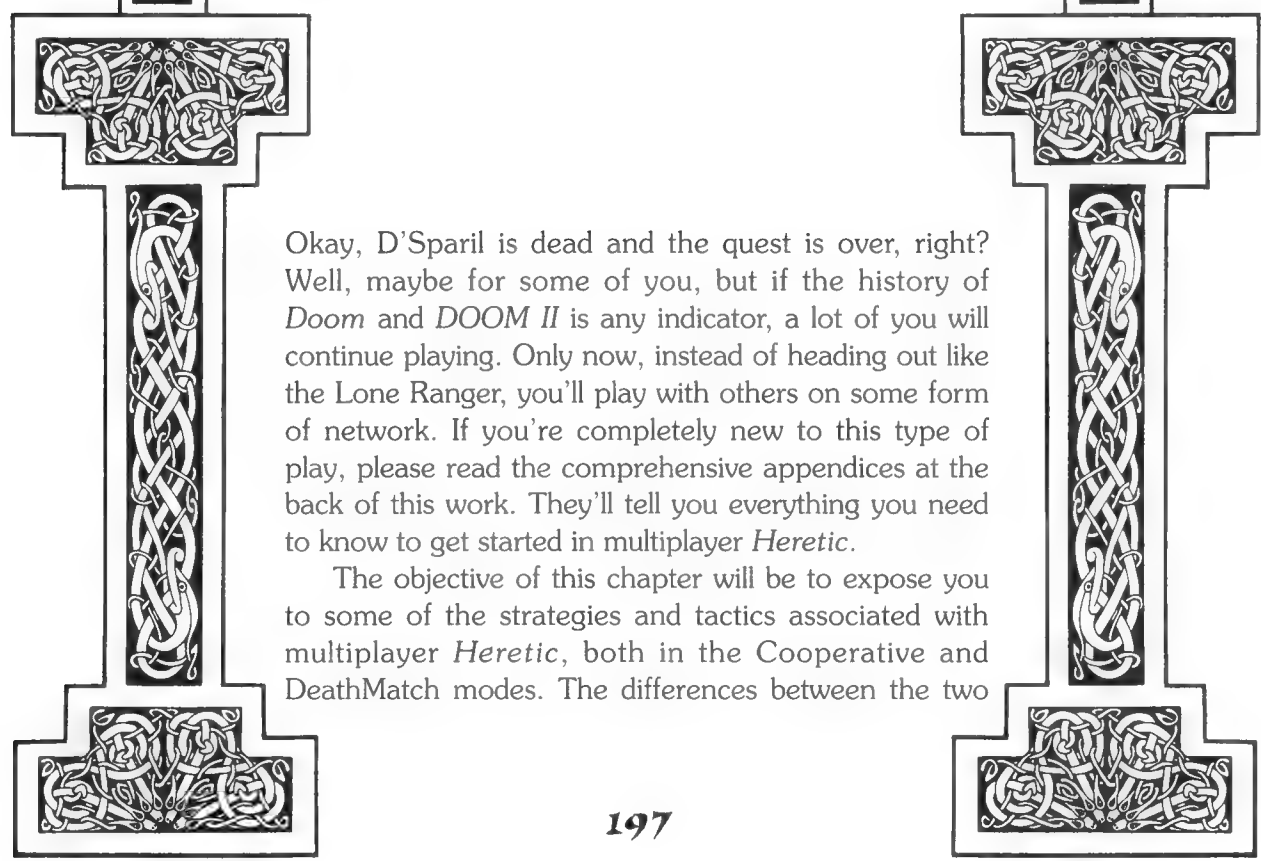
Thou wilt find thyself at the top of a stairway running down along the west wall of the room with the pool in it. Thou wilt see windows in the north and east walls, as well as a door in the south end of the east wall. Trying to open the door will reveal that it is actually a lift platform, which will take thee up to the hall running behind the windows. Kill all the Gargoyles in the hall and collect all the treasure. Go to the unbarred window overlooking the pool and jump to it. In the middle, thou wilt find a Phoenix Rod. This will lower the walls so that thou canst escape.

Since thou hast killed all the monsters here, thou shouldst go about and make sure thou hast picked up all the artifacts. There will be some higher up than thou canst reach, but thou wilt be able to fly up to them. Once thou hast done all thou canst do here, the only way to leave is to warp out, which thou shouldst do rapidly, so that thou mayest savor a hard-won victory!



6

Multiplayer Heretic



Okay, D'Sparil is dead and the quest is over, right? Well, maybe for some of you, but if the history of *Doom* and *DOOM II* is any indicator, a lot of you will continue playing. Only now, instead of heading out like the Lone Ranger, you'll play with others on some form of network. If you're completely new to this type of play, please read the comprehensive appendices at the back of this work. They'll tell you everything you need to know to get started in multiplayer *Heretic*.

The objective of this chapter will be to expose you to some of the strategies and tactics associated with multiplayer *Heretic*, both in the Cooperative and DeathMatch modes. The differences between the two



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modes are easy to understand. In Cooperative mode, players work together (much like the Party mechanics experienced in other fantasy role-playing games, except that these all occur in real time). On the other hand, DeathMatch mode pits players against one another, in addition to the monsters already present in the levels, if desired.

Needless to say, the strategies for these two modes differ considerably. Those readers who have also read *DOOM II: The Official Strategy Guide*, also from Prima, will recognize at least some of this material. Although the specific language has been changed in places to reflect the different ambiance of the *Heretic* environment, many of the concepts translate across the two gaming systems identically.

Readers of the previous work will find completely *new material* in here as well, because the *Heretic* gaming engine does allow some things that neither *Doom* or *DOOM II* were capable of. Most of these have to do with the ability to look up and down, as well as the ability to fly. To find out how to integrate these skills into your tactical mix, read on.

Cooperative Party Tactics

A party of adventurers is composed of two to four members (note the avoidance of the word “individual”), who work collectively to accomplish the quest. A well-trained party is poetry in motion. Each member may have his own special areas of expertise, but in the dungeons of the enemy, the group moves as one. Every member knows exactly what to expect from every other, regardless of the situation encountered, and there is a level of mutual trust and admiration that is unattainable elsewhere.

This level of intimacy is not achieved overnight. Cohesive parties practice every tactic in the book, time and time again, until they can instantly react, even from a dead sleep. Then, and only then, are they ready to tackle the path of the *Heretic* as a team.

The Leader

For a party of adventurers to remain effective, it must first have a clearly delineated chain of command. Someone has to be in charge to make the

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command decisions that are required in the heat of combat. This person should *always* be the one with the most combat experience. If a group has trouble deciding who among them fits that bill, they need to get that detail squared away before tackling anything else.

The leader of the party is ultimately responsible for the accomplishment of the quest. While bearing that responsibility, he can solicit the input of the other members in the development of a plan, but he *must* be the one who makes the final decision. Other members are bound by that decision and must do their best to support it, whether they agree with it or not. Anyone who fails to understand this is a danger to the party as a whole and should be banished immediately. You can't be fully alert and prepared to meet the enemy if one part of your mind is worried about another member of the group cutting and running when things get ugly because that person "didn't think it was a good idea to begin with."

In addition to the overall plan, the party leader controls the following details:

- Marching order
- Movement formation
- Fields of fire
- Encounter-specific tactics

Let's explore each of these responsibilities in turn so that you can gain an understanding of how they all fit together into the big picture.

Marching Order

Assuming a party of four, the leader must assign two critical positions: point man and rear guard. For effective control, the leader should not assign himself to either position. Anyone can be given these positions, but good leaders will generally adhere to the following guidance on these matters: The point should be taken by whoever among the other team members has the best armor and health at the time. Of the remaining two adventurers, the more experienced should take rear guard to cover enemies sneaking up behind the group.



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Movement Formations and Fields of Fire

Rather than having everyone “mill about smartly,” an effective leader will enforce an appropriate formation for the tactical situation at hand. Five types of movement formations will be discussed in the pages that follow. Train your party in each of them to the point that they always cover their fields of fire and can effectively maintain formation at any pace from an easy walk to a dead run.

The Column

The most basic of all formations, the column is also one of the weakest. The source of that weakness is that none of the fields of fire overlap. Each member is solely responsible for his field of fire and, if a member goes down, the entire group is in jeopardy. This lack of coverage is intolerable in most situations, but you’ll find that inexperienced groups of adventurers tend to gravitate toward this formation nevertheless, because it is the easiest to maintain during movement.

When is a column appropriate? Almost never. Contrary to initial impressions, you definitely would *not* want to send a column down a narrow passageway or corridor. The reason for this is easy to comprehend once it’s placed in perspective. Essentially, in a narrow space like that, the only people who would be able to use weapons would be the point man and the rear guard. Further, if the point man comes up against something that it would be wiser to run from than fight, he has nowhere to go, because the other team members are bunched up on his only escape route.

Instead, send the point man down the passageway alone, while the remaining three team members take up defensive positions outside the entrance to the corridor and cover his back door. If he gets through to the other side without any trouble, he can call back to the other members. They should repeat the process one at a time until a defensive position is set up at the new location. At that point, the last man comes down the passageway backwards.

If the point man runs into any trouble, he can flee backward toward your position, alerting you that something, even if you don’t know exactly what, is following right behind him. Be ready. Each member

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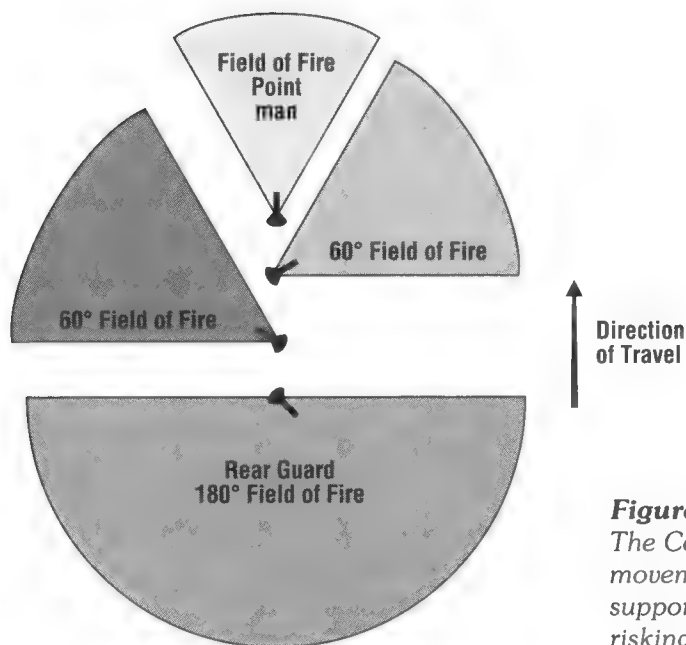


Figure 6-1

The Column formation allows for rapid movement, but party members can't support each other's fields of fire without risking hitting one another.

should concentrate his aim on the door, but ensure that no other member is potentially in the field of fire. When the point man comes flying out of the door running as fast as he can, kill the next thing that appears and be ready for more.

If the passageway is wide enough for two of you to go down it abreast, form a fighting square. In this formation, the front and rear members are essentially back-to-back, giving you overlapping fields of fire in both directions, and the entire group moves down the corridor together.

Line Abreast

Adopt a Line Abreast formation to cross a large open area. Allow sufficient spacing between party members to prevent enemy blast weapons from damaging more than one party member at a time. At the same time, this formation allows maximum forward firepower and a fair



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amount of overlap in the fields of fire. Because it also affords maximum protection against friendly-fire casualties, it should be used extensively by new parties of adventurers wherever the terrain permits.

It is a good idea, however, to train the group in walking abreast. Go to a cleared area where you can concentrate on practicing the formation without having to worry about shooting up bad guys. Have one party member go to the overhead map to watch the line progress. On the verbal command of the party leader, begin pacing off in rhythmic keystrokes rather than holding down the up arrow. Count aloud, if necessary, until all members of the group learn the correct pace.

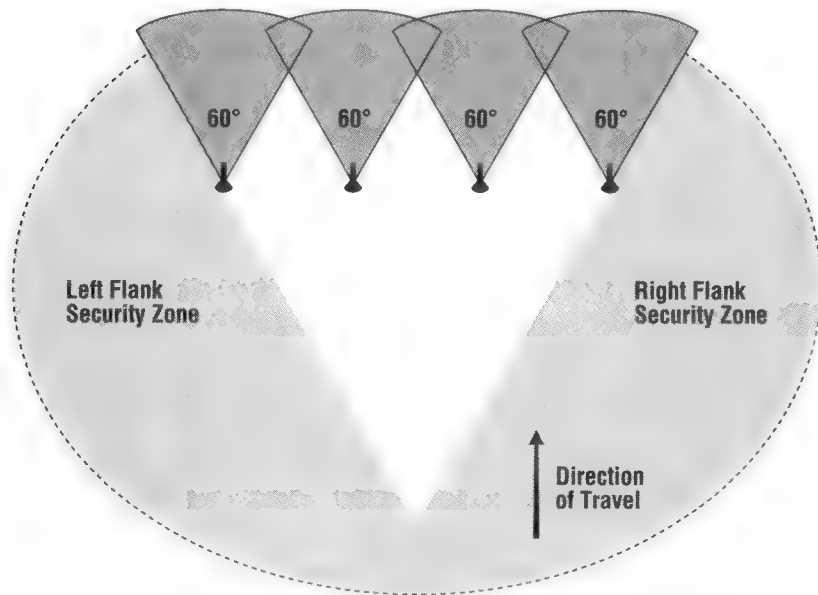


Figure 6-2 *The Line Abreast is the strongest frontal attack of all the formations, but you should use it sparingly if you're uncertain as to whether your rear areas are clear or not. The areas encompassed by the dotted lines are security areas. The party members on the flanks will alternate turning around and walking backwards to check their areas of responsibility.*

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Echelon Right

It's easy to assume an Echelon Right formation from a line abreast formation. Stop moving for a second. Have the left flanker take six steps forward and stop. The next man takes four steps and stops. The next man takes two steps, and the right flanker remains in place. Resume normal movement as you did with a Line Abreast, and you have quickly created a functioning Echelon Right formation. Practice this drill a few times and a good party can make the shift in under 5 seconds and be on the road again.

Echelon Right provides the greatest degree of overlap between the fields of fire in the forward right quadrant. Therefore, the left flank is vulnerable, so it is not a formation that you want to run around in all the time. Rather, it is one more tactical alternative in your bag of tricks, to be exploited when the time is right. For example, if an area were too large

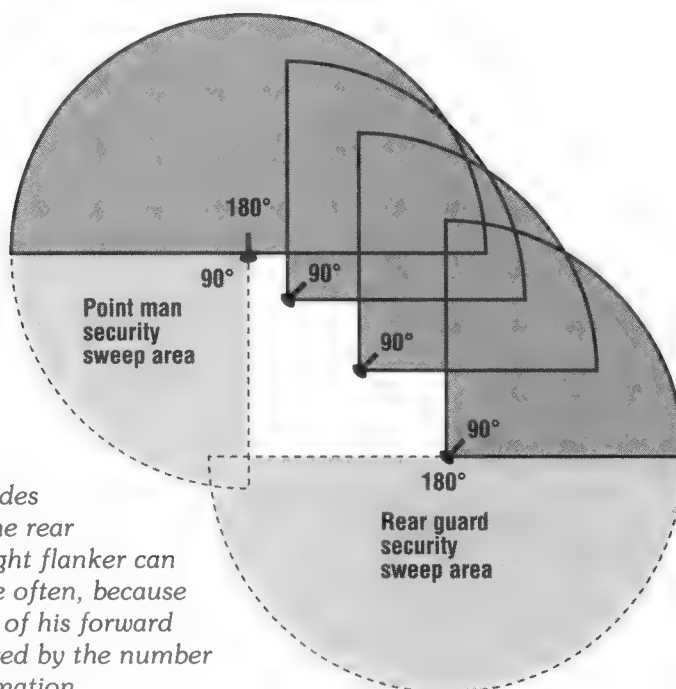


Figure 6-3

Echelon Right is most appropriate when you have reason to believe that the primary threat will come from ahead and to the right of the formation. It also provides slightly better protection to the rear than the Line Abreast. The right flanker can focus his attention there more often, because he knows that a good portion of his forward field of fire is still being covered by the number two and three men in the formation.



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to be covered by a Line Abreast, you could adopt an Echelon Right, anchoring the point man against the left wall of the chamber, then advance normally. This would provide maximum fields of fire for every member of the party.

Echelon Left

Echelon Left is essentially the mirror image of Echelon Right. Simply reverse the order of stepping out from a Line Abreast to set up the formation, and anchor on the right wall instead of the left when moving through a large open area. All the other tactical benefits and limitations of the formation are the same as those of Echelon Right.

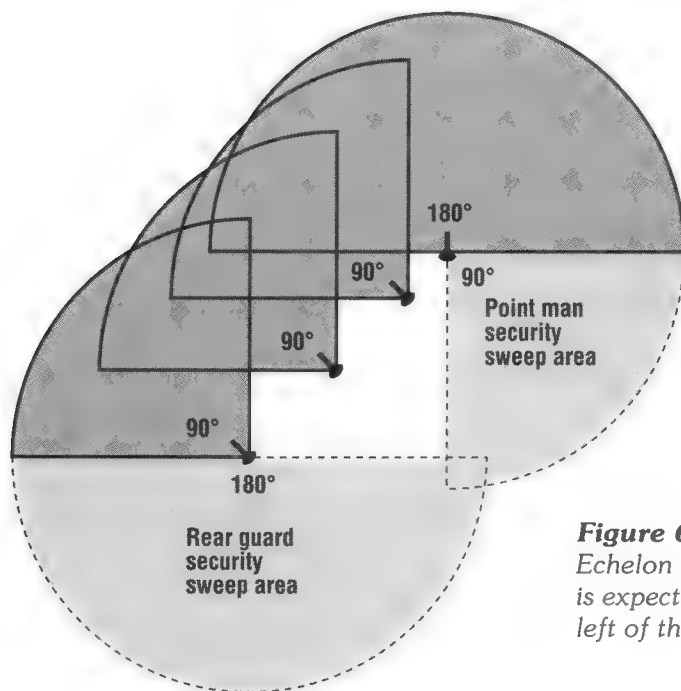


Figure 6-4

Echelon Left is best used when the threat is expected to appear ahead and to the left of the formation.

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Defensive Diamond

The formation of choice for veterans. Not only does it give everyone “eyes in the backs of their heads,” it is also very easy from this formation to quickly shift to a Line Abreast frontal assault in any of the four cardinal directions. Therefore, it’s the perfect choice for offensive and defensive flexibility. To maintain formation while moving, the right and left flankers must use $\boxed{<}$ and $\boxed{>}$, respectively, to sidestep along the path of movement.

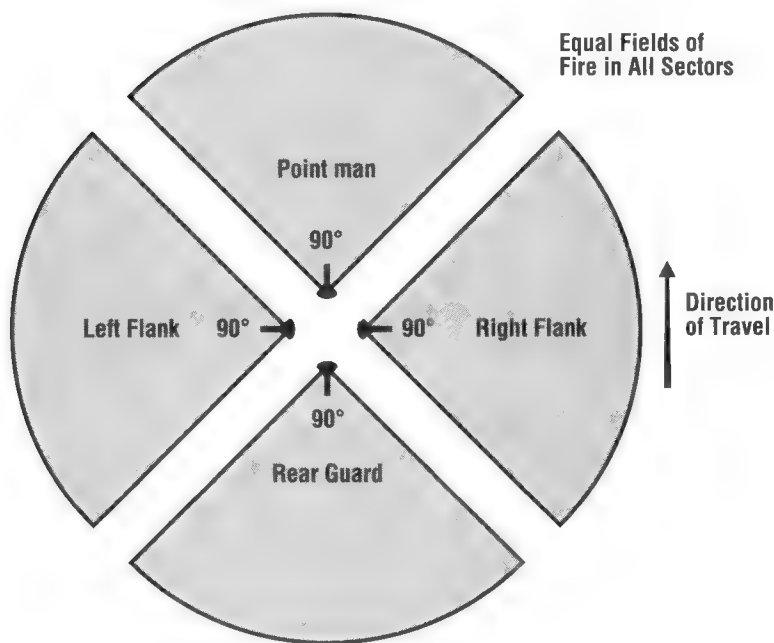


Figure 6-5 The Defensive Diamond is an excellent formation for holding your ground against an enemy assault from several quadrants. It can also be used on the move by more experienced groups of Heretics.



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Encounter-Specific Tactics

This term refers to special tactical situations that are not covered by the basic formations but occur frequently enough that you need to develop a procedure to deal with them. For example, what is the best way to check around corners, enter a door as a group, clear a room, and so forth? Pay attention closely, brothers; this information will save your life.

Peekaboo, I See You

You'll come to a lot of perpendicular branches off the main corridor in *Heretic*. Whether you intend to turn down that corridor or pass it by for now, you still have to check and clear it before moving on. The best way to do this is to have the point man slide along the same wall that the branching corridor is on until he is just shy of the corner. Turn and face the wall. Now press or once or twice to "peek" around the corner and then step right back again.

Did you see something you didn't like? If so, you have a few choices. You can repeat the stepping-out process, pausing each time long enough to take a potshot at the enemy. You can gather your wits and charge around the corner as a group, weapons blazing. You can run past the corridor very fast and continue in the same direction as before, hoping that they didn't notice. Or, finally, you can slink back the way you came and admit your unworthiness.

Entering and Clearing a Room

There is only one—I repeat, one—correct way for a band of adventurers to pass through an unsecured door and clear the room behind it. Before the door is ever opened, all the members of the party know the order of entry and what they are responsible for once they get inside. The latter is generally broken down according to the corners of the room.

For example, consider the group shown in Figure 6-6. The point man will be the one who opens the door and the first one through. He immediately turns left to clear the weak-side near corner (because most people are right-handed, the left is generally referred to as the "weak side" in tactics). That corner is the most likely hiding place for wily opponents. The number two man follows the point man through the door and breaks right to clear the strong-side near corner. Next, the number three

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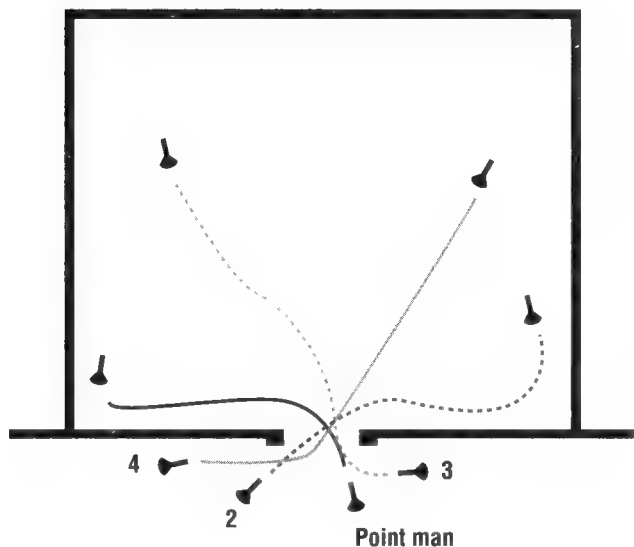


Figure 6-6

There's method in the madness of a well-trained party. They enter a room with authority and a plan of attack. To do otherwise is foolish.

man breaks cover on the right side of the door and sprints diagonally across the room toward the weak-side far corner, engaging opponents in the center of the room as he goes. About the time the fourth man is coming through the door, the first two men should have their corners cleared and be moving along the outside walls, laying down suppression fire in support of men three and four. Man four does just the opposite of the third man, sprinting toward the strong-side far corner.

If you consistently practice and follow these entry tactics, not only will you clear rooms more quickly, you'll also sustain fewer casualties and waste less ammunition (because there is less of a tendency for more than one team member to concentrate on the same target to the exclusion of others). If you enter a room that contains far more than you expected and a hasty retreat seems in order, simply lay down some covering fire and leave the room in the opposite order from that of your entry, backing up as you go.

The FNG Approach

Once the monsters are agitated, they'll kill anything, including themselves. The trick is to get them agitated in the first place. Many parties have a tried and true practice for inciting such a riot. First, pull the least



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experienced member of the party aside. Calmly explain to him that he is going inside the room in question alone. When he begins to object, point out that he is outnumbered by the rest of you. When he begins to plead that the task you're giving him is "suicide," explain to him that you'll let him out of the room again in 30 seconds, but that you intend to kill anything that comes out before that. His job is to run around in circles inside the room, shouting, waving his arms, and thumbing his nose at the inhabitants. Hey, everybody needs a baptism by fire, right?

More Fun with FNGs

This is a variation on the technique just described. Assemble the group in a well-defended area with lots of cover to hide behind. Set up ambush positions and, when the new guy begins looking for a cozy spot to sit down, inform him that it's his turn to "scout the surrounding area." When he leaves to go and start kicking down doors alone, whip out your flask and grab a sandwich. When you hear a high-pitched wailing sound approaching from the distance, clean up your mess and take a firing position. Don't shoot the first blur that comes through the door—that will be your FNG—but he should have some new playmates in hot pursuit. When the ambush is over, commend the junior guy on the fine patrol he conducted.

Warning: This tactic usually works only once per individual.

Individual Tactics

Although it's always nice to have someone you trust covering your back, the truth of the matter is that this luxury is not always available. Sometimes you're just going to have to do it alone, and you'd better be prepared for it. Here are some tips you can use toward that end:

- Practice moving with **Shift** depressed for an extra burst of speed.
- Learn how to strafe. This is a combination of sidestepping and firing at the same time. Only weapons with high rates of fire, such as the Dragon's Claw and the Hellstaff, are effective for strafing.

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- Practice quick changes of direction while you're running at full speed, including a full 180-degree reversal such that you're running backwards.
- Use the early-level opponents for target practice. Watch for blood spray to see where you're hitting.
- Use the same corner-clearing methods described in the section on cooperative tactics.

The better you are at controlling your individual actions, the more effective you'll be as a member of a party.

Special Tips for DeathMatch Play

Many of you, once the killer in you has been aroused, will not be satisfied until you're given the opportunity to inflict some pain on your less experienced brethren. DeathMatch play is the ideal vehicle for venting these pent-up emotions, and the special features of *Heretic* have made this mode of play more enjoyable than ever. Employ some of the following special techniques to teach your friends a thing or two, and let me know how it went. I can be reached at Compuserve, either directly or via the Internet. My address is 72662,3003. If you are entering through the Internet, replace the comma in the address with a period.

Death from Above

Here is the situation. You're fleeing from one or more of your "friends," whose sole purpose in life is to reduce you to ashes. You make a quick exit to another room, one with a high ceiling. As soon as you clear the door, invoke a Wings of Wrath icon and shoot straight up. When you get to the roof, lower your gaze so that you can cover the door you just came through. Even if your opponents use the door-clearing tactics described earlier in this chapter, it's a good bet that they won't see you, which allows you the opportunity to singe all the hair off their scalps with a couple of good blasts of your own.



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Thy Wings Bringth Death

This is a variation of the “Death from Above” tactic we just discussed. The difference is that instead of firing your weapons down on your opponents, drop one or more of Delminalitar’s Time Bomb of the Ancients down on top of them. However when you do this, keep moving so that you are not caught in the blast’s radius as well.

Thou Art an Unhappy Courier

Find a high ledge with some cover on it that overlooks a large area, such as a courtyard or a lake. From this relatively secure vantage point, you can aim much more precisely than you were ever able to in the earlier releases. In this way, you can often pick off several opponents (particularly if they’re distracted by monsters or other players at the time) before being discovered. I’m a sniper, he’s a sniper, wouldn’t you like to be a sniper too?

Using Other Dimensions to Your Advantage

If you want to inflict a lot of pain, but also want to be prepared to get out of Dodge in a hurry, set up an ambush near a Teleporter whose destination you’re certain of. Lay down your fire against any enemies that enter the room, then quickly step onto the Teleporter before they can return fire. At the other end, backpedal away from the Teleporter or outlet area such that you keep it covered the entire time. If your opponent follows you through the gateway, greet him with another barrage of fire. If you were accurate in both instances, this is usually enough to wax the pursuing player without sustaining any substantial damage to your own ego.

Note: If you are powered-up there is no “lag” when you go through the teleport or use the Chaos device; you zip right through. This helps avoid getting fragged by someone following you and also can surprise them when you are not only some distance away but also they are still stuck in the “lag” and you’re not.


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Some Final Notes

Several areas on the maps are not accessible during single-player *Heretic*. These locations are specifically designed as random starting locations for DeathMatch play and are sealed off from the main level by one-way doors.

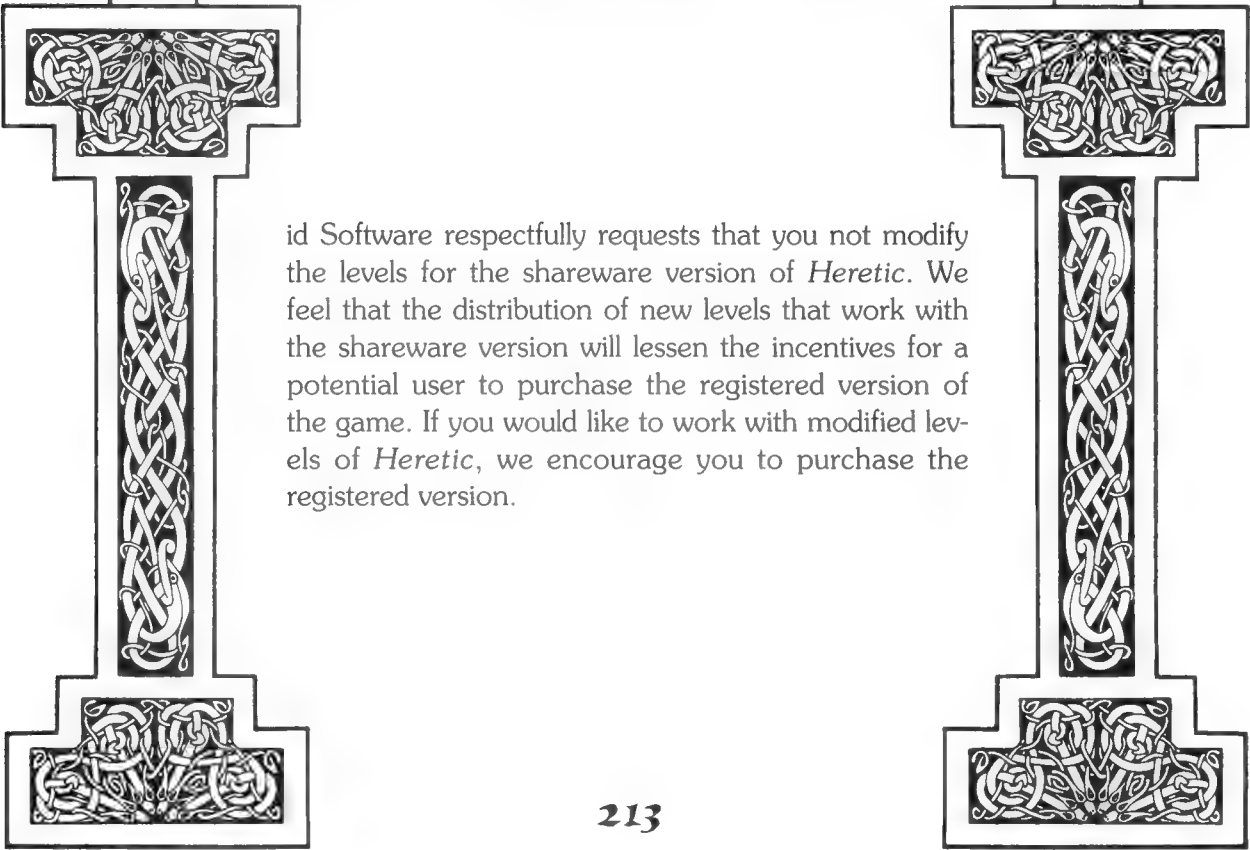
Raven is planning to release a number of supplemental levels as *Heretic* moves from shareware to commercial release. When this occurs, look for other *Heretic* strategy guides. In the meantime, I hope that this book has helped you enjoy the world of *Heretic* and that you come back for the many more I'm already in the process of writing. Happy hunting!



Appendix A

Heretic

Version 1.0 Notes



id Software respectfully requests that you not modify the levels for the shareware version of *Heretic*. We feel that the distribution of new levels that work with the shareware version will lessen the incentives for a potential user to purchase the registered version of the game. If you would like to work with modified levels of *Heretic*, we encourage you to purchase the registered version.



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Additional Support

If you're looking for external PWADs for *Heretic*, *Doom*, or *DOOM II*, look no farther than the DOOMania! BBS, owned and operated by Paul Johnson. The BBS number is (317) 662-8842; the voice number is (317) 662-1449.

Auxiliary Programs

A number of auxiliary programs come with *Heretic*. These are DM.EXE, the DeathManager you use as a front end for network and modem play (see Appendix B for full details); DWANGO.EXE, the client software for the new multiplayer gaming environment of the future (see Appendix C for full details); IPXSETUP.EXE, the IPX network device driver that enables you to play *Heretic* over an office network that uses the IPX protocol; and SERSETUP.EXE, the serial device driver that enables you to play *Heretic* using a modem or a serial cable. The documentation for the IPXSETUP.EXE and SERSETUP.EXE programs follows.

Heretic Addendum

Welcome to *Heretic*. Before playing, you might want to read this addendum, which contains information for playing in multiplayer mode, as well as instructions for technical support and troubleshooting. To avoid compatibility errors, please make sure that your machine and network conform to the system requirements given below.

System Requirements

Heretic™ requires an IBM-compatible 486 or better with 4 megs of RAM, a VGA graphics card, and a hard disk drive. A 486/66 or better and a SoundBlaster Pro™ or 100% compatible sound card are recommended. A network that uses the IPX protocol is required for network gameplay.

Appendix A Heretic Version 1.0 Notes



Getting Started in Multiplayer Mode

1. Install *Heretic* as described in the manual.
2. Launch *Heretic* from the SETUP program as follows: go to the directory in which you installed *Heretic*, type SETUP, and press **[Enter]**. (If you're installing *Heretic* for the first time, the SETUP program will be launched automatically.) Unlike *Heretic* in single-player mode, *Heretic* in multiplayer mode must be run from the DM program or the SETUP program, or by using the command-line parameters that will be described later in this addendum.
3. The SETUP program not only allows you to configure *Heretic* for your system, but also lets you give *Heretic* information that's necessary for the multiplayer game (for example: the number of players, skill level, mode, and so on), although the DM program is the preferred method of starting a network game.

Number of Players

A maximum of four people can play multiplayer *Heretic* on a network.

Compatible Networks

To play multiplayer *Heretic*, you must have a network that uses the IPX protocol. Check your network manuals for information on your protocol. Novell networks use the IPX protocol.

Multiple Games on the Net

To play a multiplayer game while another group is also playing a multiplayer game, you'll need to change your network port address from the SETUP application. The port address tells your server where to send information that is transmitted over the network. Network addresses range from 1 to 64000. You should ask the person in charge of your network for possible port addresses.



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Multiplayer Instructions

Many of the rules for playing *Heretic* change for the multiplayer game. Read the information below carefully before you begin to play *Heretic* in multiplayer mode.

Menus

When you activate the options menu or submenus, the game keeps running so that other players can continue with the action. Therefore, it's best to find a safe place before adjusting screen sizes or sounds.

UnPause

A player can Pause the game by pressing the **[Pause]** key, but any other player can UnPause the game by pressing **[Pause]** again. Make sure it's all right with your buddies before you take a breather.

Save

When you do a savegame during a network game, it saves on every player's system in the savegame slot you select, writing over whatever was there. Before saving the game, players should agree on a safe slot to save to.

Load

You can't load a saved game while playing a multiplayer game. To load a game, everyone must quit from the current game and restart from the saved game. To start from a saved game, you can either select it from the SETUP program or identify it as a command-line parameter.

Death

If you die and restart in the level, previously destroyed monsters do not reappear. Even though you've died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. However, this also means the level will eventually run out of monsters. You'll have to decide when a given level is played out.

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Uniform Colors

In net games, each player's cloak is a different color. The color of your cloak is the color of the life gem on the status bar's life chain. The colors are blue, yellow, green, and red.

Chat Mode

In a multiplayer game, you can communicate with other players in chat mode. To enter chat mode and broadcast a message to all the players, press **[T]**. A cursor will appear where your messaging is normally placed. To broadcast to a specific player, instead of pressing **[T]** you'll need to press the first letter of the player's color: **[B]** (blue), **[Y]** (yellow), **[G]** (green), or **[R]** (red). For example, to send a message to the blue character, you'd press **[B]**.

Chat Macros

In a multiplayer game, you can send your own predefined macros (defined in the SETUP program) by initiating chat mode (as described above), then holding down **[Alt]** and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!", you can initiate chat mode by pressing **[T]**, then hold down **[Alt]** and press **[2]**.

Exiting a Level

When one player exits a level, all players instantly exit with him, regardless of their position or their status.

Cooperative and DeathMatch Modes

There are two ways to play multiplayer *Heretic*: DeathMatch and Cooperative. In Cooperative mode, the players work together. In DeathMatch mode, your mission is to kill everything that moves, including your buddies. You can choose the mode in which you wish to play from the DM or SETUP applications. The differences between the Cooperative and DeathMatch modes are in the following sections.



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Where You Start

In Cooperative mode, all players begin in the same area. In DeathMatch mode, the players begin in completely different areas; if you want to see your buddy, you'll need to hunt him down. Also, each time you die, you'll restart in one of several random locations.

Keys

In contrast to single-player or Cooperative-mode gameplay, in DeathMatch mode the players start each location with the keys necessary for opening any locked door in that area.

Status Bar

In DeathMatch mode, the LIFE section on the status bar is replaced with KILLS. The KILLS section displays the number of times you've killed your opponents.

Automap

In Cooperative mode, the Automap works the same way as it does in single-player mode. Each player is represented by a differently colored arrow. In DeathMatch mode, you won't have the pleasure of seeing your opponents on the map. Just like the monsters, your friends may be just around the corner, and you won't know until you face them.

Spy Mode

If you're playing in Cooperative mode, press **[F12]** to toggle through the other players' viewpoints. Press any other key to return to your view.

Intermission Screens

In both the Cooperative and the DeathMatch modes, the intermission screen tallies your achievements. In Cooperative mode, the intermission

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screen lists the achievements of all players in the game. In DeathMatch mode, the intermission provides a death count on everyone, letting you know who killed whom.

DeathMatch Mode Gameplay Notes

The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all of the players to move to the next area. Also, there is no limit on the number of kills required for a player to be declared the winner. We decided to leave this up to you. You know what you like best!

Note: Before you play *Heretic* in DeathMatch mode, you should be familiar with the layout of every area in *Heretic*. As you know, in DeathMatch mode your startup location is chosen at random and is often in a very hostile area.

Multiplayer Demo Recording

You can record your tournaments for posterity! To record multiplayer demos, add the line “-record demoz” to the command line. Make sure the other player is recording too, or it won’t work. If you need more time, add the “-maxdemo <K>” option to increase demo buffer space. Make sure both of you specify the same amount.

Heretic defaults to 128K of demo buffer space; to specify 1 meg, you’d type “-maxdemo 1024” on the command line. If *Heretic* bombs to DOS with a “Z_MALLOC” error, you don’t have enough memory for the maxdemo amount specified!

When you wish to stop recording, press **Q** or **F10** and both players will exit to DOS. To play the demo back, merely type “heretic -playdemo demoz” and the demo will play back. To see the other player, press **F12**. Press **F12** to toggle through all players in the demo. Pressing **Tab** will display the Automap. You can set the name of the demo file to anything you want; “demoz” was just an example name.



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Running Heretic from the Command Line

Much of the information you give to *Heretic* through the DM and SETUP programs can be transmitted by passing program parameters to the appropriate device driver on the command line. When you want to run a network game, use IPXSETUP.EXE, which is the device driver for *Heretic*'s network mode. The parameters are as follows:

- -NODES starts *Heretic* as a network game and sets the number of players who are going to play. If you don't specify the number of nodes, the default is 2.
- -PORT sets the port from which to play *Heretic* in multiplayer mode on the network. By setting different ports, more than one group of players can play *Heretic* on a single network.

Modem Play

When you want to play a modem or null-modem game, you need to run SERSETUP.EXE, which is the device driver for *Heretic*'s serial communications mode. The parameters are as follows:

- -DIAL tells the program which number to dial (if you're going to do the calling).
- -ANSWER puts your modem into Answer mode so someone can call you and play *Heretic* with you.
- -COM1, -COM2, -COM3, or -COM4 specifies the COM port your modem or serial cable is connected to. Very important!
- -8250 tells SERSETUP to set the UART to 8250. For use if your 16550 UART is acting up at the higher speed.
- -IRQ sets the IRQ for the COM port.
- -PORT sets the COM I/O port that SERSETUP uses to communicate with your modem. To use hexadecimal, such as the Number 0X3F8, you would type "-Port 0X3F8".

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- `-<#>` sets the baud rate of your COM port, overriding the value in the MODEM.CFG if you're running a modem game. Legitimate values are 9600, 14400, 38400, and 57600.

Note that to run a null-modem game, you must have a null-modem cable plugged into a serial port on each of the two computers and each computer must run SERSETUP.EXE with a `-COM<#>` parameter as well as any general parameters. Do not use the `-ANSWER` or `-DIAL` parameters, or SERSETUP will think you're using a modem. To get a null-modem cable, go to CompUSA or Radio Shack and say, "I need a null-modem cable to run a *Heretic* multiplayer game."

Very Important! You'll need to run the SETUP program and select Choose Modem from the Network/Modem/Serial menu so you can set your modem init string correctly. Merely select the modem and press Enter, and SETUP will create a new MODEM.CFG file that corresponds to your modem (the MODEM.CFG file is used by SERSETUP for initializing the modem.)

If your modem is not in the list, you will most likely need to edit the MODEM.CFG file in the *Heretic* directory. The first line of the file is an initialization string that turns off error correction and turns off data-compression.

The MODEM.CFG file has a Hayes-standard initialization string like this:

```
AT Z S=46 &Q0 &D0
```

If your modem doesn't work with these settings, just add your own commands after the "AT Z" line. Dig up your modem manual for the correct settings. The second line is a hangup string used when you quit *Heretic*. The third line is the baud rate at which you want your COM port set. The legal settings are 9600, 14400, 38400, and 57600.

If the modem connection isn't working when you call a friend, have him or her call you instead. If your modems don't connect, try setting the modem to GENERIC (in the SETUP.EXE program). If you still can't get the modems to connect, both of you should run your favorite comm pro-



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grams and connect with 9600, no error correction, and no data compression. Then quit the COMM program and keep the connection going. Then you can just run SERSETUP with a -COM<#> parameter (as if you were running a null-modem game), since you're already connected.

If you had trouble connecting, but figured out some settings that work, please fax them to id Software at (214) 686-9288 so they can expand their modem init string database and perhaps have the SETUP program ask you for your modem type in a future version of *Heretic*.

General Parameters

These parameters can be passed straight to *Heretic*, or passed to IPXSETUP or SERSETUP, which then passes them to *Heretic*:

- -Loadgame allows you to start *Heretic* from a specified saved game. Instead of using the saved game's name, just enter the number that corresponds to the slot you saved the game to on the Save Game screen (0-5).
- -Deathmatch starts *Heretic* as a DeathMatch game. If you don't enter DEATHMATCH as a command-line parameter, *Heretic* will default to Cooperative mode. All items picked up will appear 30 seconds later and the Shadowsphere and Invulnerability Ring will not come back.
- -Skill sets the skill level (1-5) at which you wish to play. (Only useful with -warp—see below.)
- -Episode sets the episode (1-3) you wish to play. The default episode is Episode 1, City of the Damned.
- -Config allows you to use your configuration file from any directory you choose. This is primarily for diskless workstations that don't have a C drive to save configuration information to. To avoid conflicts, you need to rename the HERETIC.CFG file created by the SETUP program to a directory and name of your choosing.
- -Config <pathname> ex. -CONFIG F:\HERETIC\DATA\MYCONFIG.CFG
- -Nomonsters allows you to start playing with no monsters running

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around! This is great for DeathMatch, where, really, the monsters just get in the way. (Only useful with -warp—see below.)

- -Record tells *Heretic* to record the game you are starting. Demo files will be saved as <FILENAME>.LMP.
- -Respawn tells *Heretic* that, yes, you are a badass, and, yes, you want all the monsters to respawn about 8 seconds after you kill them. Note that using -RESPAWN and -NOMONSTERS at the same time is a dumb thing to do. (Only useful with -warp—see below.)
- @<filename> will allow you to specify a Response file from which *Heretic* will read additional command-line parameters. For example, typing **Heretic @MYPARMS** will tell *Heretic* to look in the MYPARMS file for additional command-line parameters. The file format is simply one parameter per line with a carriage return to terminate the line. Each parameter is typed exactly as you would type it on the DOS command line.
- -Timer <# of minutes> will make *Heretic* exit the current level after a specified number of minutes, going to the intermission screen. This option is useful only in DeathMatch mode.

An example line for entering the above information would be:

Heretic -loadgame 3 -deathmatch: -skill 4 -timer 10

Important: Only the following command-line parameters are available while using the -WARP parameter:


- -skill,
- -respawn.

Important: Only the following command-line parameters are available while using the -WARP parameter.



Appendix B

The DeathManager



What is DM?

DM is an easy-to-use interface that replaces the hassle of typing command-line parameters to `SERSETUP.EXE` and `IPXSETUP.EXE`, the programs used to network our games *Doom*, *DOOM II*, and *Heretic*. It is also much easier than starting network games from the `SETUP.EXE` program, because there are no menus to navigate; everything is on one screen. And the really nice feature of DM is that it saves all the information you enter, so the next time



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you run DM, all the options you last used are selected.

Using DM

To use DM, make sure that you're in the directory with DOOM, DOOM II, or Heretic and type DM. A menu will pop up; you navigate through it using the arrow keys. Pressing **[Spacebar]** or **[Enter]** will change the status of an item. Some items are grouped together, so that when you choose one of them it will deactivate other items in the same group. If you choose three-player, then two-player will be deactivated, since you can't play two-player and three-player at the same time! Some items require input, such as the Skill item. The legal range of values is listed below.

Legitimate		
Item	Values	Notes
SKILL	1-5	1 = easiest, 5 = hardest
EPISODE	1-3	1 = shareware, 2-3 = registered
MAP	1-9	DOOM II map values are 1-32
TIMER	1-99	The number you enter is the number of MINUTES
TURBO	1-250	This changes your speed in the game.
CALL	14-digit	This is the number SERSETUP will call.

Some items are flags, which specify whether to turn certain options on or off in the game:

No Monsters: If this option is selected, no monsters will appear in the game. Perfect for DeathMatch!

Respawn: This option will make monsters respawn after you kill them!

WADs: If this is set, the list of external WADs will be used; otherwise, DM just ignores the list, but keeps it around for later use.

In the Connect Type area are three options: Modem, IPX Network, and Serial Cable. This choice specifies the way you'll be connected while

Appendix B The DeathManager



playing a network game. If you choose Modem or Serial Cable, “# of Players” will change to 2. If you choose Serial Cable, “Modem/Serial” changes to Already Connected for you.

In the “# of Players” area, you can choose to play a two-, three-, or four-player game. You can only choose the three- and four-player options if you have “IPX Network” selected. DM will not allow you to change the number of players to anything other than 2 if you’re connected by modem or serial cable.

In the “Game Type” area are three options: DeathMatch, Cooperative, and Old DeathMatch. The DeathMatch option is really the DeathMatch 2.0 rules for *Doom* and *DOOM II*; in *Heretic*, there are no Old DeathMatch rules. In *Doom* and *DOOM II*, the Old DeathMatch option will leave all the weapons where they are when a player picks them up and none of the items on the level respawn.

In the “Modem/Serial” area, you specify how you’re connected: by modem or by serial cable. If you’re using IPX Network, DM will ignore any settings in this area. The “Already Connected” option is what you select if you’re connected directly by serial cable; otherwise, if you’re connected by modem, choose either “Wait for call” so that your modem will auto-answer or type a phone number in the field to the right of “Call.”

If you want to build a database of phone numbers that you can easily choose from, press **[F2]**. Press **[F1]** to create a new phone number entry. Another input dialog box will come up with the Name and Number fields ready for you to edit. Press **[Enter]** on the Name field and type the person’s name, then press **[Enter]** again. Move the cursor to the Number field and press **[Enter]** to edit the number. When you’re finished editing the Name and Number info, press **[F10]** to save the information.

In the “Select person to call” dialog box, pressing **[Enter]** will take the phone number and put it in the field to the right of “Call.” There’s no way to just delete a Name and Number entry; edit it instead.

In the “Map Warping” area, there are two choices. If you’re playing *Doom* or *Heretic*, choose the first option, *Doom* or *Heretic*, so you can enter the Episode and Map values you want to warp to. If you don’t want to warp to a level, press **[Esc]** while entering a map or episode value. Thus, if you want to get rid of the map warping flag, press **[Enter]** on the option, then press **[Esc]** to turn it off.



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The “COM Port” area is used only if you’re connecting by modem or serial cable. If you’re playing on an IPX Network, DM will ignore the settings in this area.

If you like playing PWAD files, you can tell DM which ones you want to use by pressing **[F3]**. Press **[Enter]** on the first empty field, then type in the pathname of the PWAD file. For example, if you had a subdirectory under your DOOM II directory named WADS, and in that directory you had a PWAD named CLASSIC.WAD, you would input WADS\CLASSIC.WAD and press **[Enter]**. To get rid of an entry, press **[Del]**.

To tell DM to use the PWAD files in the list, select the WADs option. When this option is turned on, DM will pass along the files in the WADfile list to the SERSETUP or IPXSETUP program.

Those are all the options that DM will handle for you. If you need to use even more advanced options, you can enter them on the command line right after invoking DM. To record a demo, you can type **DM -record demo** and DM will pass the “-record demo” parameters along for you. To actually start playing your game, press **[F10]** to launch SERSETUP or IPXSETUP (depending on your Connect Type). If you just want to launch the game without connecting, press **[F1]**. This will directly launch *Doom*, *DOOM II*, or *Heretic* with all the options you’ve selected. Just make sure you select Cooperative so you don’t start in a strange place in single-player mode!

DM saves a configuration file named DM.CFG. If DM has a problem starting up, delete DM.CFG.


When you’ve finished your game and want to play again after changing some options, re-run DM after exiting the game. Now you’re in a never-ending loop that will take hours to get out of.

Have fun!



Appendix C

DWANGO v2.0



The DOOM Wide-Area Network Game Organization!

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DWANGO is a revolutionary new way to play games. It's all about networking and playing with other people all over the world, no matter where they are. You can chat with each other, create teams, join teams, and jump into any *Doom*, *DOOM II*, or *Heretic* world you want—in either DeathMatch or Cooperative mode.



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A problem that's common to networking computer games is that the other people you want to play with may not want to play at exactly the same time as you do. Or you may get tired of beating the same old person time after time because you don't know anyone else in your area with the same *Doom* problem that you have. With DWANGO, you get DeathMatch-on-Command! Just dial up and challenge someone to a match—even if it's 3 in the morning!

Important Note: Since DWANGO is a very new service, you need to dial a long-distance number to access it. The area code is 713, which is in Houston, Texas. If you can't afford the charges (or don't want to pay them), please don't run DWANGO. If you're under 18, please get a parent's permission before you start racking up long-distance bills from hell. Otherwise, if you're an avid MoDOOMer, you'll appreciate the convenience of DWANGO. You'll get a half-hour of *free* time on the server, but to continue using DWANGO, you'll need to enter your credit card information in the Billing section and pay a \$20 startup fee. Then you'll need to buy time; you can choose the amount in the Billing section.

It's easy to get started. Just type DWANGO in your *Doom*, *DOOM II*, or *Heretic* directory. Make sure that you run DWANGO from the directory of the game you want to play, or DWANGO won't have any idea which game you're using. The best way to run DWANGO is to copy all DWANGO-related files into the game directory—these are DWANGO.EXE, DWANGO.STR, and DWANGO.TXT. Then run DWANGO from there.

First off, DWANGO needs to know your configuration, so when you first run DWANGO, the Create Configuration panel will come up. You need to enter your Baud Rate, COM Port, Area Code, and Current Modem. For Baud Rate, start off with the fastest rate possible, 38400. Select the COM port to which your modem is connected. If your phone line has call waiting, you can disable it by selecting the Disable Call Waiting option. If your disable code is not the default (*70), you can type the correct one for your area. Next you need to enter your area code. Finally, you need to choose the type of modem you're using. Press **F1** to choose your modem from a list of popular modems. Press **F10** to tell DWANGO that you're finished configuring.

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Now DWANGO is ready for you to log in. But you're not registered as a New User yet, so you need to press **[F1]** at the Login panel to create a New User account. The Username is your "handle" online; it doesn't need to be your real name. You might call yourself "Killer" if you think you're really good. Or call yourself "Babyboy" if you're new to all this DeathMatch stuff. Press **[Enter]** after editing an item and you'll be moved to the next item. If you need to go back and edit your information, just use the cursor keys to move back to the item. Whatever you type in the Password field will be your permanent password, so choose something you'll remember easily. Every time you log onto DWANGO after this time, you'll need to enter both your username and your password to get into the system. When you've filled all New User Account fields, press **[F10]** to log onto DWANGO!

DWANGO will Initialize your modem, then dial DWANGO. When the DWANGO Server answers, DWANGO will attempt to connect to the server. If connection doesn't occur within 20 seconds, something is wrong with either your baud rate or your modem init string. First, try to change your baud rate by re-running DWANGO with "-config". The -config parameter will let you re-enter your Configuration Information and create a new DWANGO.CFG file.

When you finally connect to the DWANGO Server, the main screen will come up and all the users online will start appearing on your userlist, at the top of the screen. The information listed for each person is the name of the player (the person's handle), which team the player belongs to, which PWAD he or she is playing, what his or her current status is (Available or Playing), which game he or she wants to play (*Doom*, *DOOM II*, or *Heretic*), which version of the game the player is using (you must have matching versions to play on the same team), and finally the player's User Type. If you're new to DWANGO, you'll be a newbie. After you've paid your startup fee of \$20, your status will be Normal.

Any time any users enter DWANGO, leave DWANGO, start a team, play a game, or do anything that could change a user's status, that change will be reflected in the userlist at the top of your screen. As soon as you log in for the first time, the DWANGO Server will look at the information you entered for the New User Account you requested. The Server will tell you whether you've been accepted or rejected. For more



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information, you can call 1-800-2DWANGO, or 1-800-239-2646. If you're rejected, the New User panel will come up again for you to re-enter your information. One reason you could be rejected is that you've typed a handle or password with a space character in it.

If you've been accepted, then you're in! You'll begin to see text start scrolling up the screen from the other users online. They're talking to each other—feel free to join in. Go ahead and type, "I'm new here!" and press **[Enter]**. Someone will strike up a conversation with you and perhaps ask you to play. Everything you type on the message line will be sent to the server when you press **[Enter]**. This area is called the Lobby.

If you want to type a message that only one person can read, type that person's name, a space, and then your message. If you wanted to tell "shadow" that he really needs a beating, you would type "shadow you really need a beating!". What "shadow" would see is, "<your name> TELLS you: you really need a beating!".

If you log onto the server and you're the only individual player there, but there's a team already playing and you want to join in, you can send a message to a person on the team, or to all the people on the team. Just type the name of a person on the team, or the team name, then a space, then your message. An example would be "level7 I want to join in!". If the team name is "level7", everyone on the team gets the message. If they decide to let you in, you see them stop playing their game and start talking to you in the Lobby.

If someone creates a team, you'll see a message giving the team information. If you want to play on that team, press **[F3]** to join. This will bring up a Join Team panel; use the arrow keys to choose the team you want to join.

If you want to create a team, press **[F2]** and the Create Team panel will come up. The most common default options are listed. You can decide whether this will be a DeathMatch or a Cooperative (yeah, right) game, which skill level to use, whether you want monsters on the level (no monsters is the norm), which map/level and episode you want to play, and the team name. You can edit any of these options by using the cursor keys to navigate the panel and press **[Enter]** to change a field. If you want to play a PWAD file, press **[F1]** and choose your PWAD from the

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list of PWADs that you have. You must have a WADS subdirectory under the current directory you're in to choose PWADs.

To create the team, press **[F10]**. Soon you'll see people joining the team you created! When you have enough people on your team, press **[F10]** to leave the Lobby and launch the game you're going to play (*Doom*, *DOOM II*, or *Heretic*).

When you come back from your game, DWANGO will reload the userlist for you, since some people may have left or joined the server while you were playing. If you want to change your status from newbie to Normal, you need to enter Billing. Since this is your first time, select "Set or Change billing preferences" from the menu. This is where you enter your Visa or MasterCard credit card number and expiration date. You also need to enter your name as it appears on the credit card. If you don't have a credit card to buy time or pay your startup fee, you need to call 1-800-2DWANGO so they can work something out with you.

Press **[F10]** to process your credit card information. If the server comes back with Credit Accepted, then you'll see your status change from newbie to Normal. You are now an official DWANGO member. Welcome!

Now you need to buy time so you can play. Prices may change during holidays, so check the Buy Time on your Credit Card option and you'll get the latest prices. You buy time in blocks, from 2 hours up to 25 hours of play time. Whatever the size of the block you can afford, use the cursor keys to choose it. Press **[Esc]** if you're just browsing.

Important: Your time is used up *only when you're playing a game*. Just sitting in the Lobby chatting with others doesn't take away from your time.

When you choose the amount of time you're buying, your credit card is used for the transaction (you entered your credit card number when you paid your startup fee). No hassles! Unless, of course, the server comes back and tells you that your application was rejected. As always, call 1-800-2DWANGO to find out the solution to your problems.

If you want to change the credit card you use to purchase time, choose the "Set or Change billing preferences" option and enter the




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information for a different credit card. This will update your info on the server. In the near future, DWANGO will accept authorization numbers to buy time (you would most likely call an 800 number to purchase time, which would give you an authorization number to use with this software to add to your time).

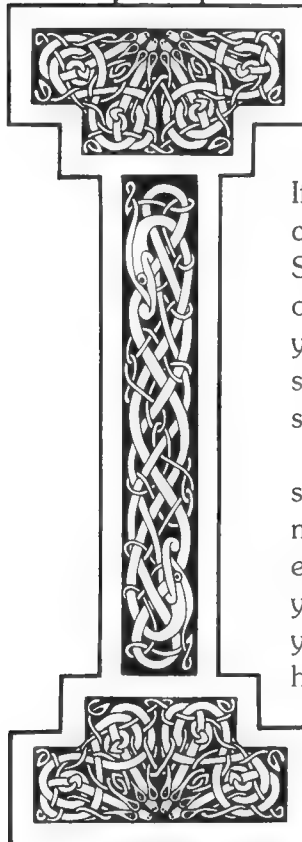
At any time, you can check your remaining online time credits by choosing that function from the Billing menu. This will display the amount of time you have left for play.

If, for any reason, some information in the userlist becomes garbled, you can press **[F8]** to reload the userlist. If 25 lines vertically aren't enough for you, press **[F9]** to toggle between 25- and 50-line video modes. Try it! Press **[Esc]** if you want to exit back to DOS. DWANGO is compatible with *Doom*, *DOOM II*, and *Heretic*.



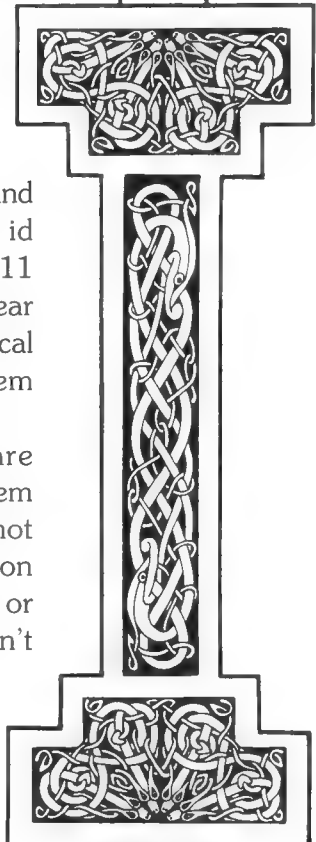
Appendix D

Troubleshooting



If you need technical assistance to run *Heretic* and can't find the answers in this appendix, call id Software's technical support line at (303) 339-7111 or e-mail help@idsoftware.com. If possible, be near your computer when calling id Software's technical support. Please have information on your system setup and configuration available.

Before you change your system or software setup, we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or network. Modifying your system or your software setup can be dangerous, and we can't help you with any resulting problems.





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Common Questions and Answers

1. *When I try to run Heretic, I get an "Insufficient Memory" error or Heretic just doesn't run.*

You don't have enough free RAM to run *Heretic*. This usually happens with 4MB RAM machines—you need about 3 MB of free RAM to run *Heretic*. If you have DOS 6.0 or later, boot your system and hold down the left **[Shift]** key as the "Starting MS-DOS . . ." message appears. This will bare-boot your system and you must change to the *Heretic* directory and then run *Heretic*. Your best bet is to make a CONFIG.SYS menu for a custom *Heretic* boot—see page 97 in your MS-DOS 6.0 user's manual.

If you have DOS 5.0 or earlier, you must create a bare-boot disk.

Note: Do not use memory managers such as EMM386 or QEMM. Do not use disk caching programs such as SMARTDRV.

2. *I get a "Write Error" while Heretic is decompressing.*

You're using a disk compression program such as Stacker or Doublespace. These utilities try to make an "educated" (ahem) guess as to how much disk space you have left. Obviously, the one you're using is wrong. Delete some big games that are chewing up hard-drive space, such as any *Wolf*-alikes or *DOOM*-alikes. :)

3. *The Windows SETUP program runs after installation.*

Heretic was not installed to your hard drive, probably as a result of insufficient disk space. See the answer just above for a solution.

4. *My GUS doesn't work.*

The default IRQ for a GUS is 11. *Heretic* doesn't handle IRQs above 7. Change this with your GUS setup program.

5. *I can't get digital sound from my SoundBlaster-compatible sound card.*

You're experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in *Heretic*'s SETUP program. Change the DMA channel of the sound card or other offending device.

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6. *Heretic locks up before I see the title screen or at the title screen.*

You need to turn “Hidden Refresh” off in your CMOS Advanced Chipset settings. If you’re using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off any Hardware Video Shadowing (also found in CMOS settings.)

7. *Heretic runs really slow, locks, or “pauses” on a fast system.*

Some systems have an option in the CMOS setup for switching the speed of the PC from the keyboard. This is the “Turbo Switch” or “Turbo Switching” option. Disable this setting and your problem should be fixed.

8. *I hear static when listening to Heretic with my SoundBlaster (or compatible) card.*

Run SBP-MIX (in your SBPRO directory) and turn down Line and Mic volumes to 0.

9. *I still hear static, or my sound effects are breaking up.*

Disconnect any parallel-port devices. (Sound cards, to work with *Heretic*, must use IRQ5 or IRQ7, which are used by LPT2 and LPT1—where printers are connected.)

10. *I can’t get sound on my ATI Stereo FX card.*

Contact ATI for a BIOS upgrade.

11. *Heretic is too dark for me to see anything.*

On some monitors, *Heretic* may be too dark to play. Press **[F11]** to improve the view.

12. *Why can’t I get music or sound effects?*

If you’re not hearing sound effects and/or music, *Heretic* may have incorrect information about your sound card. Run the SETUP program to check if *Heretic* has the correct information.

Note: *Heretic* supports only IRQ numbers that are 7 or less. Be sure you set your sound card to an IRQ number that is 7 or less. See your sound card manual for details on setting your IRQ number. This is particularly



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important for Gravis Ultra Sound users, because the standard default for the GUS card is 11.

13. How can I run Heretic under OS/2?

The ideal *Heretic*-OS/2 system is a 486/66 with at least 8 MB of RAM. In order to get *Heretic* up and running, first copy a program object to the desktop from the templates folder. For details on this procedure, please see your OS/2 manual. Once you have the program path and optional command-line arguments set up for the program object, you will need to edit the DOS session settings. *Heretic* will not run in a DOS window.

The DOS settings are as follows:

Setting	Value
AUDIO_ADAPTER_SHARING	REQUIRED
COM_DIRECT_ACCESS	ON
COM_HOLD	OFF
COM_RECEIVE_BUFFER_FLUSH	NONE
COM_SELECT	ALL
DOS_AUTOEXEC	*DRIVE:\AUTOEXEC.BAT
DOS_BACKGROUND_EXECUTION	OFF
DOS_BREAK	OFF
DOS_DEVICE	*DRIVE:\OS2\MDOS\ LPTDD.SYS
DOS_FCBS	16
DOS_FCBS_KEEP	8
DOS_FILES	20
DOS_HIGH	OFF
DOS_LASTDRIVE	Z
DOS_RMSIZE	640
DOS_SHELL	*DRIVE:\OS2\MDOS\ COMMAND.COM
*DRIVE:\OS2\MDOS DOS_STARTUP_DRIVE	***

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Setting	Value
DOS_UMB	OFF
DOS_VERSION	***
DPMI_DOS_API	DISABLED
DPMI_MEMORY_LIMIT	4
DPMI_NETWORK_BUFFER_SIZE	64
EMS_FRAME_LOCATION	NONE
EMS_HIGH_OS_MAP_REGION	0
EMS_LOW_OS_MAP_REGION	0
EMS_MEMORY_LIMIT	0
HW_NOSOUND	OFF
HW_ROM_TO_RAM	OFF
HW_TIMER	ON
IDLE_SECONDS	0
IDLE_SENSITIVITY	100
INT_DURING_IO	ON
KBD_ALTHOME_BYPASS	ON
KBD_BUFFER_EXTEND	ON
KBD_CTRL_BYPASS	NONE
KBD_RATE_LOCK	OFF
MEM_EXCLUDE_REGIONS	***
MEM_INCLUDE_REGIONS	***
MOUSE_EXCLUSIVE_ACCESS	ON
**NETWORK_RESOURCES	GLOBAL
PRINT_SEPERATE_OUTPUT	ON
PRINT_TIMEOUT	15
VIDEO_8514A_XGA_IOTRAP	OFF
VIDEO_FASTPASTE	OFF
VIDEO_MODE_RESTRICTION	NONE
VIDEO_ONDEMAND_MEMORY	OFF
VIDEO_RETRACE_EMULATION	OFF
VIDEO_ROM_EMULATION	OFF



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Setting	Value
VIDEO_SWITCH_NOTIFICATION	OFF
VIDEO_WINDOW_REFRESH	1
**VIPX_ENABLED	ON
XMS_HANDLES	0
XMS_MEMORY_LIMIT	0
XMS_MINIMUM_HMA	0

*DRIVE = the drive on which your OS/2 system files are located.

** Only required for network play.

*** Leave as default.

14. During startup, the *Heretic* startup stops at "looking for node . . ."

This occurs when you enter a number of players greater than the number of players actually entering the game. For example, if you have only three people playing, but you tell *Heretic* to expect four players, it will wait for the fourth player to start the game. Press **[Esc]** to exit, then restart the game with the correct number of players.

15. I'm receiving the error message "IPX NETWORK NOT DETECTED."

Currently, *Heretic* supports only a network that uses the IPX protocol. If you receive this message, check your network manual to make sure that your network uses the IPX protocol.

16. I've received the message "CONSISTENCY FAILURE" while running *Heretic*.

For *Heretic* to run properly as a multiplayer game during network play, the status of the game must be maintained as nearly identical on all the machines that are running *Heretic*. If you receive this message, something has occurred that caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all of the players must quit from *Heretic* and restart the game.

Appendix D Troubleshooting



17. Why can't I get Heretic to run as a multiplayer game?

If someone else is running *Heretic* in multiplayer mode, you may receive a network port conflict. From the SETUP program, change *Heretic* to run under a different port. Consult with the person in charge of your network to receive a valid port address.

18. Why isn't the animation smooth?

If the animation isn't running smoothly on your system, you should try reducing the window size. See your *Heretic* manual for instructions on this option. Or get a faster computer!

19. Why doesn't my mouse work with Heretic?

If you renamed or "commented out" information in your AUTOEXEC.BAT file, you may have removed the command that loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing MOUSE and pressing [Enter] at the command prompt.

20. Why can't I find a plasma rifle, BFG 9000, Berserk power-up, or invulnerability power-up?

Because you're playing *Heretic*, not *Doom* or *DOOM II*. Please ask us questions that make sense.

21. Why can't I find the Hellstaff or Phoenix Rod or any of the other really cool power-ups I've heard about?

Because you haven't bought the registered version of *Heretic* yet. These awesome components of *Heretic* are available only in the registered version. Call 1-800-IDGAMES for a remedy.

Other Product Support

In the United States

Orders/Customer Service: 1-800-IDGAMES (1-800-434-2637)

(24 hours, 7 days a week, closed holidays)

Technical Support: 303-339-7111

(7 a.m.–11 p.m., 7 days a week, Closed holidays)



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Note: If you purchased your version of *Heretic* in a store, please call 212-686-9432.

In Europe

Orders/Customer Service:

(Open 9 a.m.–5 p.m., Monday-Friday)

Call us toll-free at the following numbers:

United Kingdom 0800-834-619

Germany 0130-81-32-65

Spain 900-97-4423

Italy 1678-77-243

Or use these toll numbers:

French-speaking +44-1429-268207

Technical Support

(Open 9 a.m.–5 p.m., Monday-Friday)

English-speaking +44(0) 1429-521004

German-speaking +44-1429-521001

French-speaking +44-1429-521003

Italian-speaking +44-1429-521003

Spanish-speaking +44-1429-521002

On the Net

E-mail: help@idsoftware.com

News

rec.games.computer.doom.announce Info/FAQs/reviews about
DOOM (moderated)

rec.games.computer.doom.help DOOM Help Service (new play-
ers welcome)

rec.games.computer.doom.misc Talking about DOOM and id
Software

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rec.games.computer.doom.editing	Editing and hacking DOOM-related files
rec.games.computer.doom.playing	Playing DOOM and user-created levels

Primary FTP Sites and Mirrors:

Note: ftp.idsoftware.com is in development as I type this. It may be ready by the time you read this. Give it a shot!

Oregon: ftp://ftp.orst.edu/pub/doom/(Primary Site)	128.193.2.13
California: ftp://ftp.cdrom.com/pub/doom/	192.216.222.5
Taiwan: ftp://nctucca.edu.tw/PC/games/DOOM/	140.111.1.10
South Africa: ftp://ftp.sun.ac.za/pub/msdos/doom/ 146.232.212.21	
Austria: ftp://flinux.tu-graz.ac.at/pub/doom/	129.27.2.237
Germany: ftp://ftp.uni-erlangen.de/pub/pc/ msdos/doom/	131.188.1.43
Netherlands: ftp://ftp.sls.wau.nl/pub/msdos/doom/	137.224.127.2
Sweden: ftp://ftp.luth.se/pub/doom/	130.240.18.2
Great Britain: ftp://ftp.dungeon.com/pub/ msdos/games/doom/	193.130.144.1

Other id-Related FTP Sites

Wisconsin: ftp://ftp.uwp.edu/pub/incoming/id/	131.210.1.4
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- "Official id Distribution Site"
- various files from users and id (not organized at all!)



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Pennsylvania: <ftp://smb130.rh.psu.edu/pub/doom/> 128.118.192.69

- mirror “newwads”, “deu”, “multi_doom”, & “NEWSTUFF”

Missouri: ftp://ftp.wustl.edu/pub/MSDOS_UPLOADS/ 128.252.135.4

- a little of this, a little of that . . . (a total mess!)

Australia: <ftp://ftp.next.com.au/pub/doom/game> 203.8.88.5

- DOS and SGI versions of DOOM

Great Britain: <ftp://ftp.demon.co.uk/pub/ibmpc/games/id/> 158.152.1.44

- DOOM/DOOM II patches

DOOM/id-Related WWW Sites

The *Doom* Help Service (DHS)

DHS:

<http://www.cee.hw.ac.uk/~mapleson/doom/doom.html>

Help Archive:

<http://www.cee.hw.ac.uk/~mapleson/doom/doomhelp.zip>

<http://www.cedar.buffalo.edu/~kapis-p/doom/DoomGate.html>

- DOOMWeb Node
<http://www.cis.ksu.edu/~trm/doom.html>
- DOOMWeb “Tim’s” Node
<http://www.catt.ncsu.edu/users/deftly/www/doom.html>
- DOOMWeb Node
<http://www.cs.hmc.edu/people/tkelly/docs/doom/>
- DOOMWeb Node (not very up-to-date)

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<http://lilly.ping.de/~sven/doom.html>

- DOOMWeb Node, “Modem *Doomer*’s Hang-Out”, lots of links
<http://www.cee.hw.ac.uk/~mapleson/doom/doom.html>
- *Doom* Help Service (DHS)
http://www.york.ac.uk/~mmar1/doom/doom_level_design.html
- misc. stuff about *Doom* level design
<http://www.montefiore.ulg.ac.be/~quinet/games/doom-en.html>
- Raphael Quinet’s DOOM Page (DEU stuff, etc.)
<http://www.utk.edu/~williams/bestwads.html>
- lists and links to the “best” .wad files
<http://www.cam-orl.co.uk/~fms/dht.html>
- “*Doom* Honorific Titles”
<http://www.mantis.co.uk/doom/>
- “Mantis DOOM Page” - links, etc.
<http://cres1.lancs.ac.uk/~esasb1/doom/>
- “The Wadster’s Guide”
<http://venom.st.hmc.edu/~tkelly/doomfaq/>
- HTML version of the DOOM FAQ
<http://www.cmpharm.ucsf.edu/~troyer/sgidoomfaq.html>
- SGI DOOM FAQ
<http://jcomm.uoregon.edu/~stevev/Linux-DOOM-FAQ.html>
- Linux DOOM FAQ
<ftp://ftp.netcom.com/pub/vh/vhold/doom/doom.html>
- The “Original Unofficial DOOM Site”, various links

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Ed Dille is the Simulations Editor of *Electronic Games* magazine and the author or co-author of numerous computer and video game books, including *DOOM II: The Official Strategy Guide*, *Maximum Carnage Official Game Secrets*, *Harpoon II: The Official Strategy Guide*, and *Armored Fist: The Official Strategy Guide* (all from Prima).



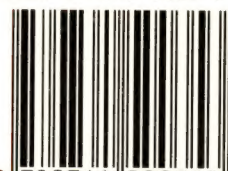
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